

MARK HAMILL
LOSES THE FORCE!



FIRST STRIKE!
EMPIRE STORYBOARDS

DARTH STEWIE

TALKS SITH!

STAR WARS

THE OLD REPUBLIC

A MORE CIVILIZED AGE?

THE CLONE WARS
DAVE FILONI ON THE
SECOND SEASON

FALSE FETT?
STAR WARS'
WEIRDEST
SIDE STEPS
UNEARTHED!

STAR WARS INSIDER #114
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One of the coolest things about the ever-expanding *Star Wars* saga is the way new stories shed a different light on things we thought we knew.

For example, Darth Vader is no longer the villain he once seemed to be. We can't watch the Dark Lord without recalling the time he was Anakin Skywalker, a hero who leapt from STAP to STAP as he took down battle droids, taught his Padawan, Ahsoka, the ways of the Force, and defended the weak—who he would later terrorize.

Similarly, a look at the early years of Leia have revealed the young Princess was once rescued by Darth Vader's secret apprentice in *Star Wars: The Force Unleashed*.

And don't forget the shocking news that the Rebel Alliance was formed as part of an Imperial plot! It all builds into a larger continuity

that enhances and enriches the original movies. We now know so much more as year-by-year further backstories fill in the blanks.

The saga's continuity hasn't always been so tight. Tiny inconsistencies that would have gone unnoticed were it not for the fact that the vast majority of plot is



DAVE FILONI

Star Wars: The Clone Wars' supervising director discusses Season Two on page 20!



expertly tied together offer intriguing sidesteps to events that didn't occur within canon. Is a story less entertaining if it never happened? Of course not! After all, the excellent stories in *Star Wars Infinities* and *Star Wars Tales* are still marvelous, alternative views of the saga.

This issue, we revisit some of those strange inconsistencies as Cad Bane opens a Jedi Holocron to discover those continuity puzzles that Lobot can't solve.

We also check out some rarely seen storyboards from the production of the epic Hoth battle from *The Empire Strikes Back* and catch up with everybody's favorite Jedi, Mark Hamill!

May the Force be with you all,

Jonathan Wilkins

Jonathan Wilkins, Editor



DOCKING BAY

THIS ISSUE

"JEDI, HUH? MY FEE JUST WENT UP A LOT." —CAD BANE, "CHILDREN OF THE FORCE"

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EXCLUSIVE COVER!

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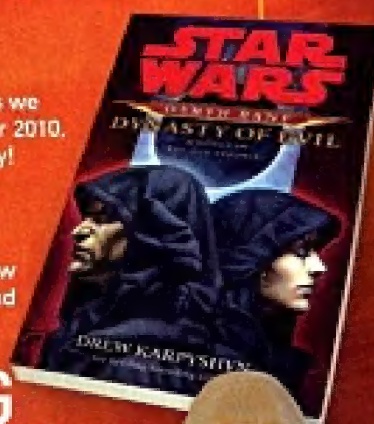
Meet the lucky fans who have met the stars!

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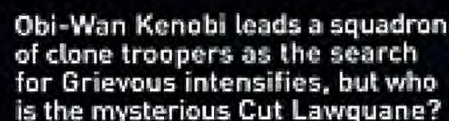
Our tribute to the best fans in the world: you!

78 CLASSIC MOMENT

It's a battle of wits between Jedi and bounty hunter as Obi-Wan Kenobi confronts Jango Fett!



STAR WARS: THE CLONE WARS RESUMES JANUARY 1



PADME

.....



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We talk with the
Supervising Director of
Star Wars: The Clone Wars
DAVE FILONI!



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The laziest baby in the
galaxy uses the Force
to cause mischief
DARTH STEWIE

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"One day, everybody will dress like this!"



CLONE WARS EASTER EGGS

OK, so it's a little early for Easter eggs, but we couldn't resist offering out top five homages to the live action films in Season Two of *Star Wars: The Clone Wars*!

"CARGO OF DOOM"

1 After Cad Bane escapes from the *Resolute*, Anakin angrily holds his arms behind his back and storms off. This echoes Darth Vader's similar action at the end of *The Empire Strikes Back* after the *Millennium Falcon* escapes from his clutches.

2 Cad Bane disguises himself in stormtrooper armor to escape notice and slip past security in much the same way that Han Solo and Luke Skywalker do when aboard the Death Star in *A New Hope*.

"CHILDREN OF THE FORCE"

3 The holographic mobile hovering over the Gungan toddler's crib includes a colo clawfish, an opee sea killer, and a sando aqua monster, the three underwater beasts that attack Obi-Wan and Qui-Gon's submarine in *The Phantom Menace*.

4 Mustafar is a significant location in *Revenge of the Sith*, but Darth Sidious' secret installation on the planet is separate from the mining facility where Anakin's destiny is established in Episode III.

"HOLOCRON HEIST"

5 Cad Bane attacks Ahsoka Tano with a wrist-launched lariat similar to the devices used by Jango Fett in *Attack of the Clones* and Boba Fett in *Return of the Jedi*.

THE COLLECTORS' COLLECTIBLE!

We have five copies of Steve Sansweet and Anne Neumann's excellent new book, *Star Wars: 1,000 Collectibles* to give away. For a chance of getting your hands on a copy, write or email to the address on page three by January 27!



WIN!

ALL-NEW CLONE WARS COMIC!

Titan Publishing's new-look 32-page *Star Wars: The Clone Wars* comic, is on sale now in the U.K. The book includes a self-contained eight-page mini-story in every

monthly issue, with tales written by Tom DeFalco (*Spider-Man*), Robin Etherington (*Monsters vs. Aliens*) and Rik Hoskin (*Disney Comics*) and comic art

from Andrés Ponce (*Teenage Mutant Ninja Turtles*) and newcomer Tanya Roberts. Check out www.titancomicsuk.com for updates and exclusive art!



LP-003 SFO

I KNOW THEY TASTE GOOD ON THE INSIDE!

Congratulations to *Star Wars* artist Chris Trevas and his wife, Julie, who were married on October 3. The happy couple celebrated their wedding in true style with this awesome (if a bit gruesome) tauntaun groom's cake! All the best, guys!



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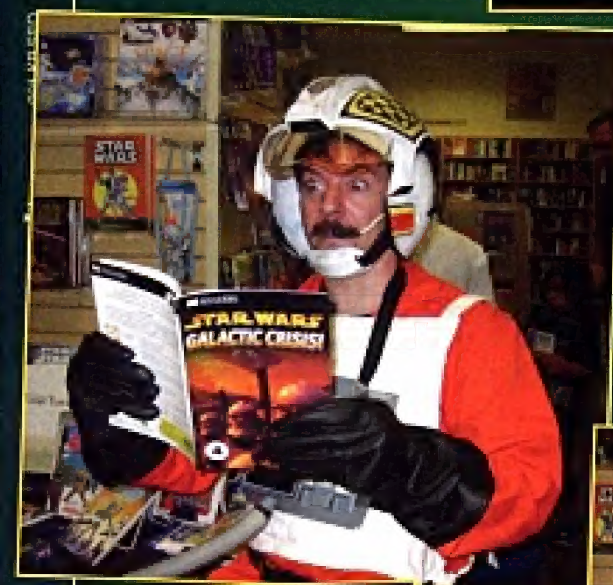
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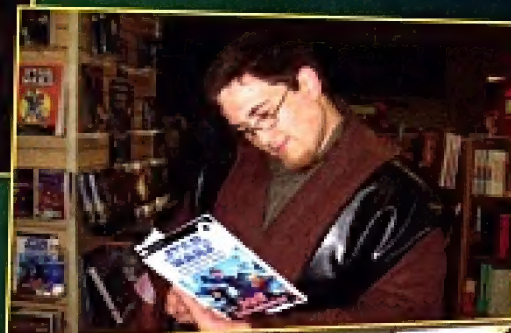
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STAR WORDS!

On August 9, 2009 Docking Bay 516 (The Long Island Fan Force Chapter) had a *Star Wars* Day at Best Bargain Books in Centereach, New York.

Over 350 people showed up at the event, which was held to encourage kids to read about something they like, creating a lot of young readers! Robert (aka Biggs Darklighter), by email



INTERROGATION DROID!

W-1-V77
007K-4-80A
P7-01F
V-1
V-2
V-3
V-4
V-5
V-6
V-7
V-8
V-9
V-10



STAR WARS INSIDER CATCHES UP WITH LUKE SKYWALKER AKA **MARK HAMILL** TO TAKE A LOOK AT THE LIGHTER SIDE OF THE FORCE! WORDS: CHRIS SPITALE



Above: Dope! Give the man a hand! Right: Mark Hamill and friend ponder the mysteries of the Force!

Yoda was always giving Luke Skywalker advice. What advice would Luke have given in return?

Use moisturizer!

What do you think was harder for Luke to carry on his back: Yoda, or the knowledge that he smooched his sister twice?

Yoda, because I had other people with their arms up my back manipulating him with cables!

Don't you think it was a bit creepy that Obi-Wan could still speak to Luke after he died? What if Luke had been on a hot date and needed some privacy? And why didn't Ben chime in when Leia planted that kiss on him on Hoth?

It was like having your parents looking over your shoulder... forever! And it was a chaste kiss. It was coming from the right place—no tongues!

Since Leia was clearly off limits, who do you think Luke should have set his sights on? Mon Mothma or Sy Snootles?

Well, actually, Snow Bunny Padmé from the Clone Wars micro-series—why didn't George come up with more of these luscious babes back then?

When Luke torched Vader's funeral pyre, what did smoked Sith Lord smell like? It was surprisingly pleasant and brought me back to toasted marshmallows at a campfire.

As Luke was the savior of the Jedi, maybe running around the galaxy using his real name wasn't the best idea. What alias would you have given him?

Well, let's see... "Jed Eye," but maybe that's too much of a giveaway. The fans will probably be able to offer better suggestions!



NAME: MARK HAMILL
ALIAS: LUKE SKYWALKER

FIRST APPEARANCE:
STAR WARS: EPISODE IV A NEW HOPE

If Mark Hamill had a real working lightsaber, do you think he'd have accidentally cut off a hand long before Vader severed Luke's? Mark has a much higher probability of being klutzy enough to do something like that! Luke seems to finally get it together over the course of these three pictures.

If Darth Vader had cut off your right hand, how would you have reacted? I'd probably be thinking, "Thank God it was the right hand because I use my left hand for writing!"

Who do you think was better at doing household chores like laundry, dish washing, and vacuuming, R2-D2 or C-3PO? Absolutely Artoo because Threepio was bound to give you lip about it!

If Mark Hamill did a one-man show about his life, what would it be called? "Showbiz is My Life... Sometimes." I love the contrast between complete conviction (if that's what you want) and an escape clause if you want it to go away. 🍷



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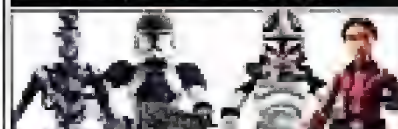
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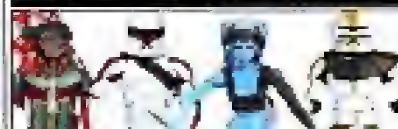
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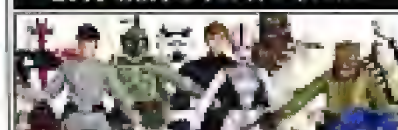


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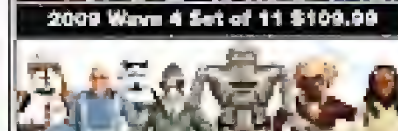
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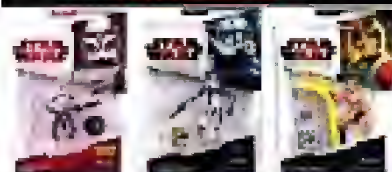


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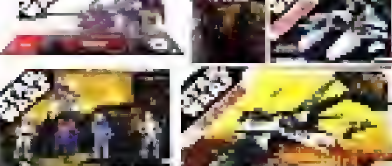
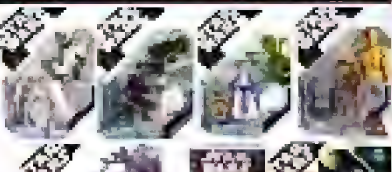
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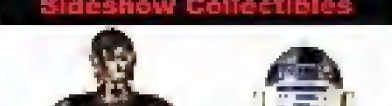
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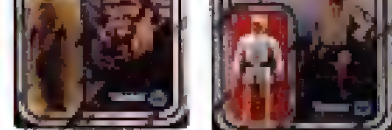
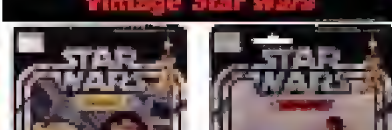
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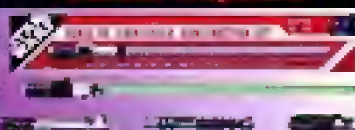
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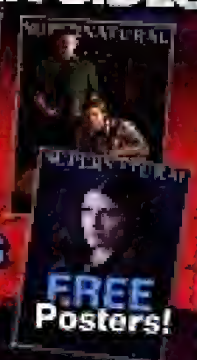
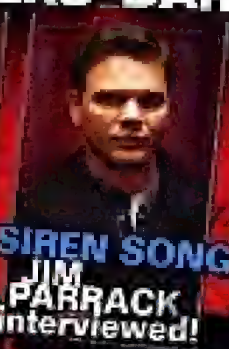


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WORDS: JONATHAN WILKINS



BRINGING BACK THE BOUNTY!

Star Wars Insider: The first season of *Star Wars: The Clone Wars* was a massive hit that defied everybody's expectations. Did that help you with Season Two, or did that add pressure?

Dave Filoni: I think that the main thing for me was I knew that we would have an audience, and I just wanted to find a way with my team to meet that audience's expectations. I think that's the hard part. I know *Star Wars* is going to grow a new audience in addition to the fans that it already has, and that makes it difficult because we're serving these two different groups. I think the entire audience likes all the action, adventure, drama, and characters that *Star Wars* has presented fans with for over 30 years. It wasn't going to be a problem; it was just meeting the expectations and maintaining the quality. I think that as a crew we had our own expectations having grown up with *Star Wars*, and we wanted to push things. And really, because we work so far ahead, by the time we saw the first audience reactions we were well on the way with Season Two. It was validating because people were talking about things that they might like us to do better or that they were confused by and we were already improving that stuff, so we knew we were on the right track going into Season Two.

Was there a lot in Season Two that you couldn't have done in Season One?
Technically and story-wise, absolutely. Mainly because we have more action figures—so to speak—at this point [laughs].

You know, when they released the original set of action figures, you had Luke, Han, Leia, a stormtrooper, Darth Vader, C-3PO, R2-D2 and maybe Chewbacca.



Actually, it was kind of exotic as a kid if you even had Chewbacca! You could only do certain types of stories. When the TIE fighter pilot came out I almost fell over! It's been the same working on this show. For a while all we had were clones and battle droids for the most part. While getting a whole cast of individual characters like Cad Bane or Robonino into one episode was a really big challenge, it opened up tons of possibilities for us story-wise, tons of possibilities for us in the environments, and it's really improved a lot of things we can do.

Why did you choose the theme of bounty hunters for Season Two?

It was the main element that we really didn't have in Season One. Season One was very focused on good guy/bad guy, Republic/Separatists, battle droids vs. clones, with the Jedi in the mix. I think that the bounty hunters are such a stand-out, that when you say "bounty hunter" everybody goes "Boba Fett," "IG-88," "Bossk," "4-LOM," "Zuckuss," "Dengar." We all knew them by name and they didn't do anything in the movies, so it was really exciting to



From top, Jedi in action! Obi-Wan Kenobi commands the troops and takes on Grievous, while Mace Windu defends the Republic!

include the bounty hunters and say, "We're going to do a whole episode with these guys and they're going to do a whole lot more than you ever saw them do before!" This is one way of illustrating the big difference in Season Two. And they're nasty customers, too! There are some pretty intense storylines in Season Two.

Was it fun to make the IG-88 robots more agile than the audience anticipated when they showed up in Season One's "Downtail of a Droid"?

Oh yeah, that was brilliant! The animators just went to town. They're droids, so they should be able to do things people couldn't do. Their ambidextrous nature as they were fighting and their front-to-back orientation worked really well. It's always fun to expand that, but then you always have to be careful with the expectations, too. Bossk has been in a lot of the press coming out. I know there's a whole fever built around Bossk, which is incredible for a character that basically just wiggles his toes! You start to get a little worried about those expectations. It's the same thing as when we developed Plo Koon and Kit Fisto. The first thing is always the voice and what that's going to sound like. That's a huge expectation right there, but you just have to hope you make as many people happy as possible. It's a challenge, but it sure is a fun challenge.

How many variations on the voice of Plo Koon, for example, did you go through before you arrived at what you wanted?

With Plo Koon, we basically wrote him three different ways before we settled on a final version of how he would speak. For a while our natural inclination was that he was going to speak an alien language. The problem there was that we weren't going to subtitle a major character for a whole series, and he had to have a lot of intelligent stuff to say, just like Obi-Wan Kenobi in *A New Hope*. So, it became clear that he was going to have to speak Basic, or English. For a while, he was very abrupt and a bit more samurai in his delivery. And then eventually I just realized that I wanted him to be more like Gandalf the Grey, and that's where the Ian McKellen inspiration came in. I think I had two different people try out as Plo Koon before we got James Arnold Taylor, and it was just all experimenting. I had some of my different stable of actors try stuff because I was searching for a voice. I was probably pretty extreme with Plo Koon, especially because he's obviously an important character to me, but that being said I still wanted to get something that I thought would universally be liked by fans, not just my own preconceived notion.

With Kit Fisto I went to George a lot more for his advice. He has an input on all the Jedi voices and I always ask him about it to make sure I'm on the right

track. We had some ideas for the character and he said to go in a different direction with Kit Fisto. With Plo Koon he kind of left me alone on that one [laughs]. He gave me some suggestions and then I think he was pretty happy with whatever I came up with. I don't think he wanted to listen to me complain if I didn't like it!

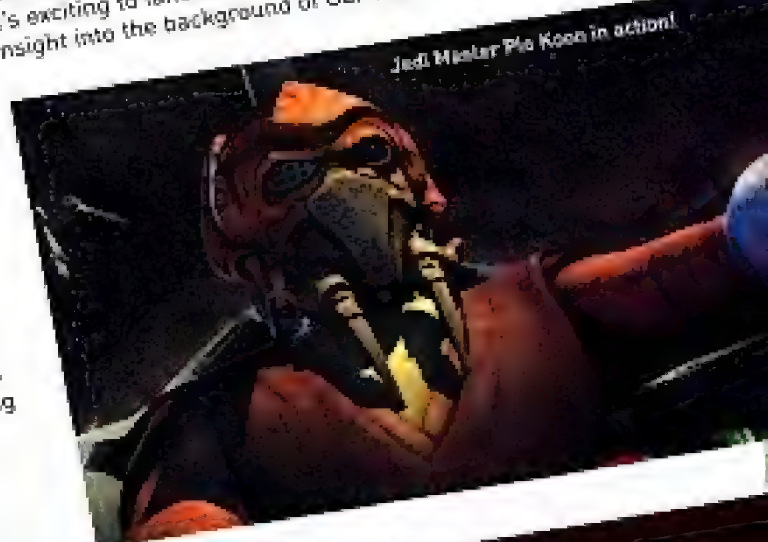
So I guess that George knows that Plo Koon is your favorite?

Well, insofar as I like to bring up things about the character, I guess it's at the point that if I really didn't like something George would maybe listen to me. It depends on his sense of humor that day. He might just keep going on something I didn't like just to mess with me! He's got a good sense of humor, so it's hard to predict.

Obi-Wan's character is developed quite a bit more this season. Why did you think this is necessary?

It was one thing that a lot of people asked questions about in the first season. We have these characters and we know what happens to them. When it comes to Obi-Wan in the prequels, he does what's required of him to meet up with where we are in *A New Hope*, but it wasn't his story, so we didn't really get a "behind-the-scenes" look at Obi-Wan Kenobi. Now we have a whole series to explore his character!

In Season One we didn't really deal that much with Obi-Wan. He had a larger role in the Rylloth story-arc, but he was never a major focal point other than playing off of Anakin's banter. In Season Two he's a great character, and we had an opportunity to really talk with George about some opportunities for him. George had some ideas that he wanted to explore, and I'm really pleased with how it's turned out. I think it's exciting to fans that they're going to get some more insight into the background of Obi-Wan Kenobi and his



Jedi Master Plo Koon in action!

STAR WARS
CLONE WARS

BRINGING BACK THE BOUNTY!

thought processes. We're always used to seeing him in relation to Luke or Anakin. But Obi-Wan Kenobi is an interesting character to explore.

Are there any other characters that you'd like to explore in the show?

Padmé's always an interesting one. We've done more with her in Season Two. It's really tricky. When you get into the Padmé/Anakin dynamic there's a lot defined in the films, and she has a role in *Revenge of the Sith* that I have to make sure that we meet up with. When I deal with Anakin in relation to Ahsoka, I have a lot more room to play, because obviously nobody knows what happens to Ahsoka. So how he reacts to her and how that relationship builds, gives us a lot more room to grow. I would still like to see more stuff involving Padmé to get a better sense of who this person is on a more intimate level.

You have all these episodes you do for every season and you can fill them up before you blink and go, "Oh my gosh, we didn't do anything with that character or that group. Well, next season..." Then you create a whole bunch of new things that season and you go, "Well, I want to keep going with that." Cat Taber (the voice of Padmé) is always on me to expand the role, so it'll never get left out because she constantly reminds me that we need more Padmé!

So we can expect an episode centering on Padmé for Season Three, perhaps?

Oh yeah, absolutely! Nothing wrong with that.

What's the biggest misperception people have about making animation?

I just don't think people realize how long it takes and the amount of detail that goes into everything we do. And why should they? It's hard for people who don't

Christmas 1983:
The Ewok adoption
program finds a
grateful recipient
in young
master Filoni.



draw to understand how much work goes into every single second that you're watching. In our show, for example, everything that you see on screen had to be designed, built, textured, and rigged. There's a tremendous amount of work, be it a plate on the table or some new type of walker that's running around or a whole planet. On the planet you need the landscape: are there trees, or is it barren? Grass? Bushes? And it all needs designing. It's always been that way. That's not a problem that's exclusive to *The Clone Wars*.

It's just amazing to me, when you watch something like *Coruscant*, to think that they built all of those beautiful sets, and put all those details into the sets. It gives you a real appreciation for the artistry going into everything. The end result is that you shouldn't realize it, which is why the audience doesn't need to be aware of it. All they need to be aware of is the story and the characters, ultimately. But I think it's a misperception that somehow it just happens, or that it's easy to redo stuff because it's animated.

Do you have to ever redo things or go back and change things?

Oh yeah! I work with George Lucas. Of course! He is constantly improving stuff. For me, it's actually a lucky situation that I work with someone that produces the show that wants it to be constantly better. No matter how small the detail, when he and I watch the final color version, he'll say, "I love this episode, it's great, but let's go take a look at it and see if we can improve



W Filoni has his way.
Padmé's role will expand
as the series continues.

anything." For most people it would just be, "This episode is great, we can put it on the air, let's go." But for George, it's always a matter of, even incrementally, getting something better up there. As an artist you learn a lot by watching him maneuver and tweak tiny things, and all these little things make a big difference in the end.

Can you talk a little bit about what comes up later this season?

We're going to have some massive battles in Season Two, on a scale much larger than anything we had in Season One. For example, at the end of the Ryloth trilogy it would have been fantastic to have had a battle at the capital city with gunships firing, bombardments from above, and Separatist ships countering. But it really wasn't a possibility for us to get that rendered at that time. I like that episode very much; I just wish the city had been more fortified when they attacked it, but we didn't have the ability to do that.

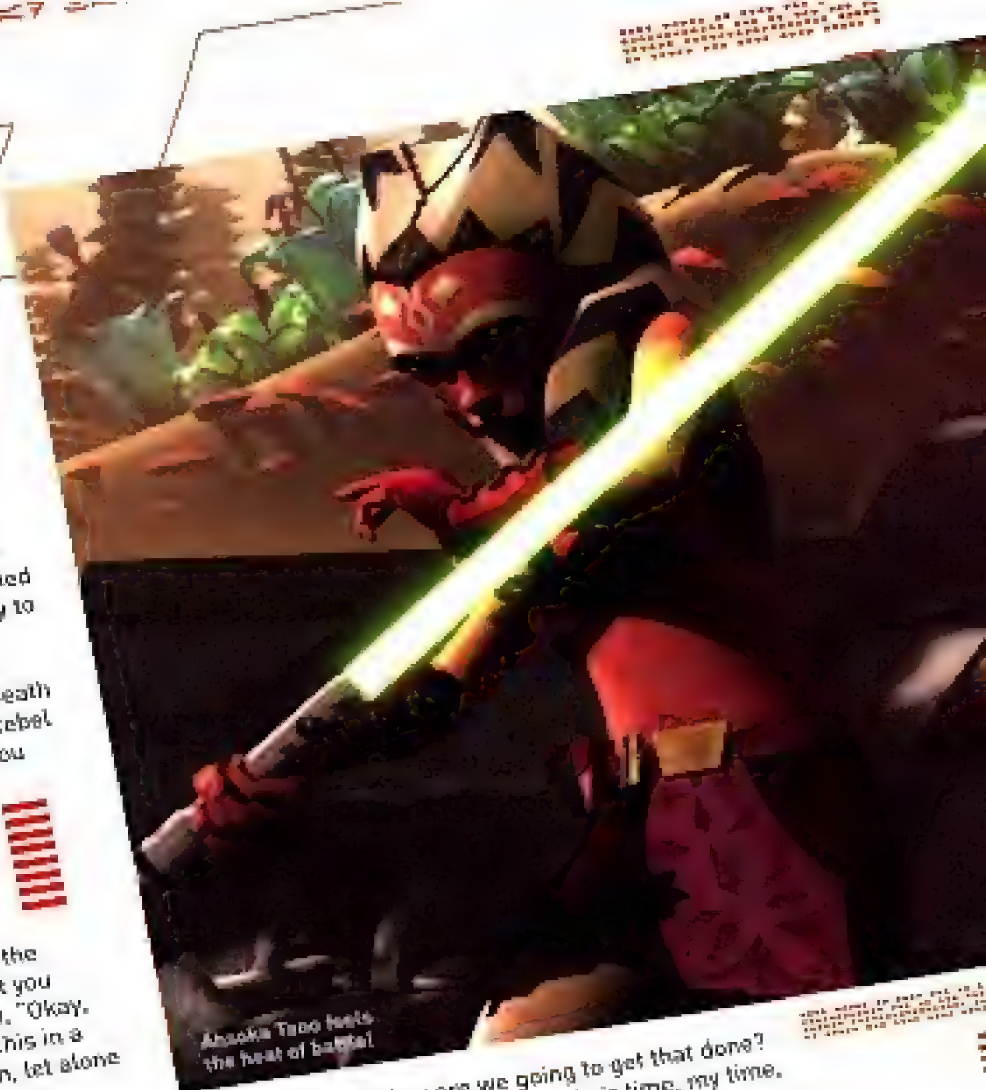
I guess in some ways it's like seeing the attack on the first Death Star compared to the second Death Star. You're never lacking for the presence of a Rebel fleet or an Imperial fleet in *A New Hope*, but if you think about the giant logistics of a war, you do kind of wonder, "Well, if there's an Imperial fleet and their main engagement is the Rebels, then why aren't they jumping in from all over the place?" So you have to suspend that disbelief when you make stories, which I think we did pretty well with the *Ryloth* episodes. But when you're aware of it you want to then later attack it head-on and say, "Okay, let's do a battle, let's do a landing, let's do this in a massive way." That's a heavy task for a film, let alone a television series.

We've got several arcs of episodes that I think are more emotional in tone and that delve into deeper layers of characters, and that's going to be fun for people to watch. I'm very excited by Season Two as a whole. We have a nice gamut of episodes. Each week there's going to be something different. Not to say that Season One was bad, but we looked at it and wanted to improve on what we did—and we have.

Who is the unsung hero of your team on the show?

That's so hard to say, but I think for animation in general, a lot is always going to be made about the directors and the artists. It's easy to see the tangible work that we do creatively on the artistic side of making a series like *The Clone Wars*, but the production staff behind the series, the people who have to sit down and figure how we're going to get all this done, do a tremendous amount of work; it's not glamorous work that gets written about much, if at all.

For example, if we have five new characters to build in a couple weeks, how are we going to budget



Anakin Skywalker feels the heat of battle!

an artist's time? How are we going to get that done? How do these people manage all their time, my time, finding time, making time when there is none? The production staff does a tremendous amount of work behind the scenes to make sure this series gets done. It's always very impressive to me. I just say, "This needs to happen," but they actually have to figure out how. There are a lot of unsung heroes there. They're here late making schedules, dealing with hundreds of assets, planets, and bizarrely-named things. And you know, they're just as big fans as the rest of us. They're huge *Star Wars* fans!

My associate producer Athena Portillo worked for Lucasfilm Licensing long before she ever worked on *The Clone Wars*. She actually wrote for *Star Wars Insider*, I think. (Ed: Athena wrote for issues 32, 34, and 35 in 1997.)

I get a lot of talk-back about being a fan, but the fandom of the crew of *The Clone Wars* runs deep, so I think it's in the production staff, it's everywhere, in the rock, in the tree, in the grass....

STAR THE
**CLONE
WARS**

BRINGING BACK THE BOUNTY!



Amelia Fano and Chad Baker (characters who are fast becoming Star Wars icons)

You've kind of become a Star Wars celebrity. Could you say a few words about the fan response to the show, and what it's like signing autographs?

Well, I'll tell you that it's bizarre signing autographs, that's for sure. The fan response, the fans themselves, have been nothing but fantastic. I've never had anything but great interactions with them. I always hate to say "with them." I don't feel any different today than I did when I was standing in line for The Phantom Menace—I honestly don't. I feel incredibly lucky to have the job I do. I'm incredibly flattered that people want to talk to me about Star Wars and ask me questions about it, and I understand why. I wouldn't have this job without people watching the show and wanting us to make it, so I do whatever I can when I'm at events and talk with them and say as much as I can without spoiling anything. That's always hard! But it's a real privilege to be this involved and to be a part of Lucasfilm.

I feel that so much has been made of me being a fan for so long. I'm just trying to represent that well. I mean, you can be a fan of this stuff and actually go on to make it. Peter Jackson was a big fan of the Lord of the Rings books, so who better to make those movies than Jackson because he is a fan? I think it shows when you have someone behind a project who really cares about it and can discuss it with fellow fans in a way they are passionate about. It's always fun. I've been going down to Star Wars Weekends at Walt Disney World for two years and I always enjoy that. I recognize and know a lot of these people. It's fun to represent them and to be involved. It's always funny when people ask me though, "Can you sign something?" and

I go, "Sure." I see no value in that whatsoever. So I try to give them something more, which is a little drawing or something, because I feel that has more intrinsic value. I give them something other than my poor scribble! My grandmother would not like that signature at all! ☹️

Next Issue:
Dave discusses the Mandalorians
and more!



STAR WARS
THE FORCE AWAKENS

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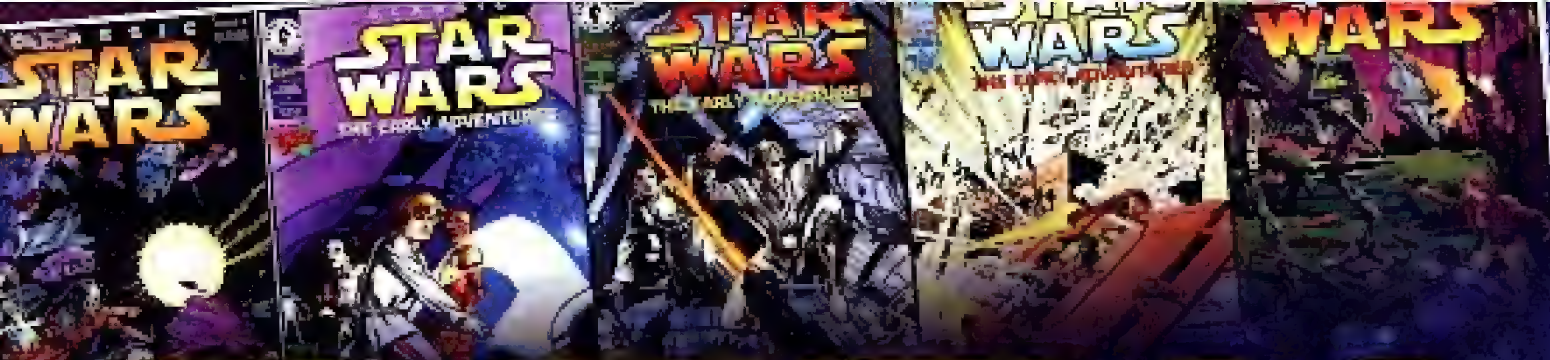


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DARK HORSE RISING

DANIEL WALLACE DISCOVERS HOW DARK HORSE COMICS REINVIGORATED THE *STAR WARS* SAGA!

ILLUSTRATION BY DANIEL WALLACE

We wanted to create sequels to the movies we loved," says Mike Richardson, the comics fan and entrepreneur who challenged publishing giants Marvel and DC in 1986 when he founded Dark Horse Comics—one of the most successful independent publishers in the industry. Though it was Marvel who first got the ball rolling on *Star Wars* comics in the 1970s and 1980s, Dark Horse revitalized the license in the early 1990s and proved it could do as good if not better a job than either of the "Big Two".

"The *Star Wars* comics that came before us tended to look like other comic books," explains Richardson. "They were line art with a four-color process and an inker putting in the black outline. It looked very traditional. They also had giant rabbits with ray guns. That, for me, didn't really suit the *Star Wars* universe that well. [At Dark Horse] we wanted to make it very cinematic and as close to the films as possible."

One of the challenges at Marvel was that they had their own universe to worry about.

Over the decades Marvel had built up an interconnected superhero setting populated by Spider-Man, Captain America, and the Hulk. By necessity, *Star Wars* took a secondary role, but Richardson vowed to make it the centerpiece of his company's portfolio if he could bring the license to Dark Horse. "I knew the potential that *Star Wars* had and I knew that Marvel wasn't realizing it," he says. The proof that Dark Horse could do it came by developing other popular sci-fi movies into hit comics in the late 1980s.

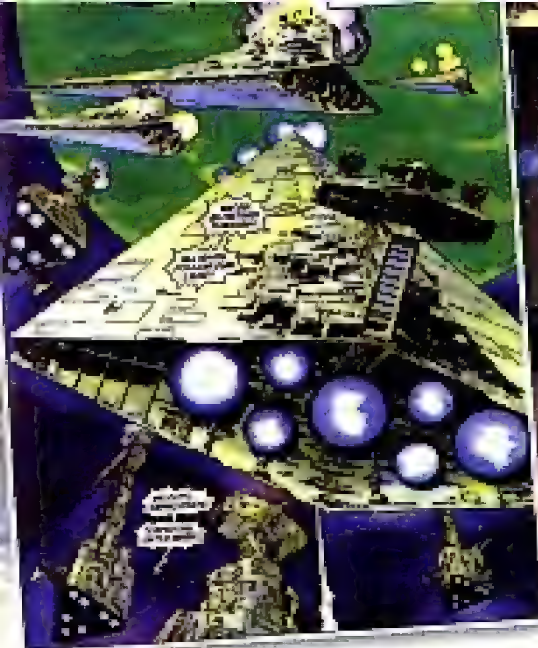
"We wanted to achieve higher sales than the new character launches we were doing, and thought we could do it by taking movies and creating sequels to them," he says. "It was a shortcut to creating established characters, because it takes years to build up a Superman or a Spider-Man." Up until that point, comics based on movies tended to be straight adaptations, or received only a fraction of company attention, which limited their potential. "At the time nobody cared about comics based on movies."



III

FORWARD

When the world is on fire, the only way to survive is to be the first to see it.



Richardson worked with 20th Century Fox to secure the comics rights to the *Aliens* franchise, and put out a six-issue *Aliens* mini-series in 1988. It was a monster hit. "We went through six printings and sold hundreds of thousands of copies, and did it in a way that wasn't normally done at that time—a six-issue series that really was the next movie."

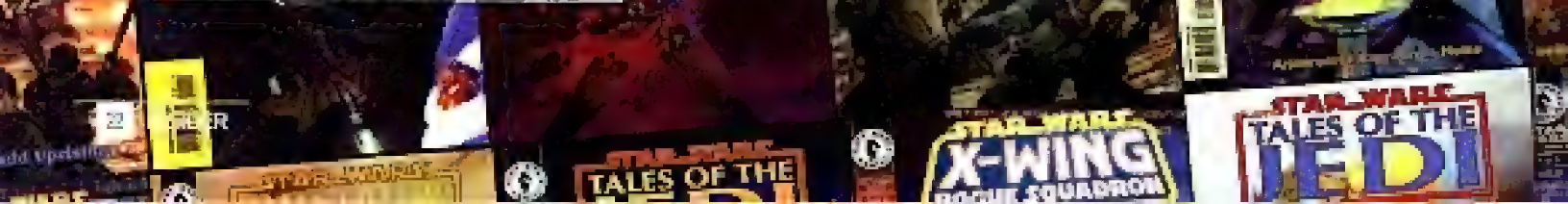
With *Aliens* in Dark Horse's stable, Richardson next acquired the rights to *Predator*, another major property from 20th Century Fox. Richardson and Dark Horse staffers started brainstorming sequel ideas immediately after a screening of the film. "We walked out of the theater and said, 'What about the Predator in the steel jungle, on the hottest day of the year?'" he says. The *Predator* comic once again continued the story rather than adapting it.

"We had problems with getting the likeness rights to Arnold Schwarzenegger, so we put his character in the hospital with radiation sickness and picked it up with somebody else in the city," says Richardson.

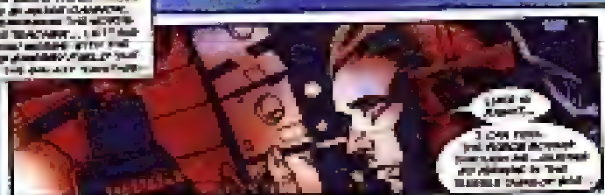
After racking up further success with *Aliens vs. Predator* (14 years before the movie franchise did the same thing), Richardson and Dark Horse turned their full attention to *Star Wars*.

"I'm a *Star Wars* geek from the old days," he says. "When I was in college we used to sit around and say, 'What do you want to do tonight? Let's go see *Star Wars*!' I saw it 19 times in the theaters, and I considered it the crown jewel of all licensed properties." Richardson contacted Lucy Wilson in Lucasfilm's new publishing division and made an impassioned pitch for the then-dormant comics license.

"I told her how we would do it differently than Marvel," he recalls. "It would have a different look and be very cinematic. It would be the sequel [to *Return of the Jedi*]. Lucy had seen a proposal at Marvel that had gone nowhere, attached to [writer] Tom Veitch and [artist] Cam Kennedy. I immediately contacted both of them and we started discussing a comic book sequel to the movies called *Dark Empire*."

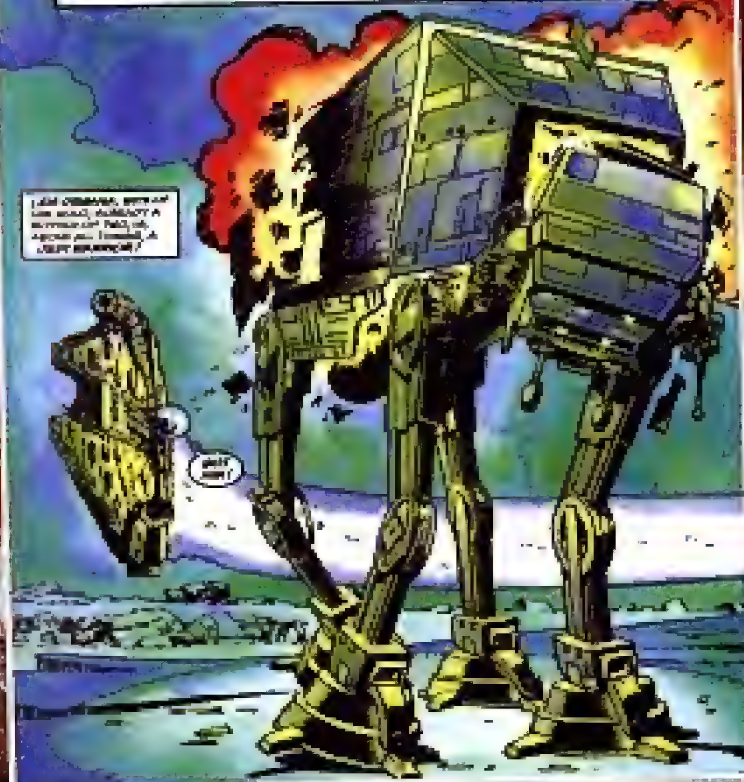


As Luke leads the camera
up the stairs and down
the hallway, the words
of his teacher... I'll be
with you until the very end.
I'll be with you until the very end.
I'll be with you until the very end.



LUKE IS
ALONE.
I CAN FEEL
THE FORCE AROUND
ME. I CAN FEEL
YOU. I CAN FEEL
YOU. I CAN FEEL
YOU.

I AM OBAMA, WITH
THE POWER OF
THE FORCE. I AM
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FORCE.



Richardson's acquisition of the *Dark Empire* project helped tip the scales in his favor, and before he knew it Dark Horse was officially the *Star Wars* comics publisher. *Dark Empire* would be the company's first release.

"Cam Kennedy was the perfect artist for *Dark Empire*," says Richardson. "He had spectacular painted scenes of the ships, characters, and action. It was gorgeous, like watching a Technicolor film of the movie frames. And Tom wrote a story that took place right after the third movie that had Luke fall into the spell of the dark side. In the end, *Dark Empire* was the most successful series we'd ever done."

A sequel to *Dark Empire* with the same creative team soon found its place in the planning cycle. At the same time, Dark Horse began exploring other ways to push *Star Wars* boundaries. This took them far outside the movies—4,000 years outside!

"We were very interested in stories focusing on the past of the Jedi and not the same characters," says Richardson. "Moving out of the Luke Skywalker time period felt like it needed to be a separate series, and clearly labeled so people didn't get confused." That became *Tales of the Jedi*, a series set during the heyday of the Old Republic when the Jedi Knights numbered in the tens of thousands and the galactic frontier ran wild with danger. *Tales of the Jedi* soon became its own mini-franchise, spawning sequels and spin-offs (*Dark Lords of the Sith*, *The Freedon Nadd Uprising*, *Fall of the Sith Empire*) and eventually paving the way for projects from other licensees set during the same era, including the 2005 video game *Knights of the Old Republic* and the upcoming MMORPG, *The Old Republic*.

THE DARK HORSE YEARS

The early years of Dark Horse shaped the Expanded Universe and produced some of the best spin-off stories of all time. Here's the easiest ways to get your hands on these tales:

***Dark Empire* (1991-1992)**

The landmark six-issue series is widely available as a trade paperback, and also appears in the hardcover collection *Luke Skywalker: Last Hope for the Galaxy*.

***Classic Star Wars* (1992-1994)**

The Al Williamson stories (issues #1-20) have been collected in three trade paperbacks: *Classic Star Wars: In Deadly Pursuit*, *Classic Star Wars: The Rebel Storm*, and *Classic Star Wars: Escape to Hoth*. Also available are *Classic Star Wars: The Early Adventures* (written and illustrated by Russ Manning), and *Classic Star Wars: Han Solo at Stars' End* (featuring an adaptation of the Brian Daley novel with art by Alfredo Alcalá).

***Tales of the Jedi, The Golden Age of the Sith, Fall of the Sith Empire* (1993-1997)**

The initial 1993 series, published as *Tales of the Jedi*, is collected in the 400-page *Star Wars Omnibus: Tales of the Jedi* Volume 1 as *Ulic Del-Droma and the Beast Wars of Onderon* and *The Saga of Nomi Sunrider*. Also included are both of the "Sith Empire" series.

***Dark Empire II* (1994-1995)**

The six-issue series has been collected in trade paperback form, but seek out the trade paperback's second edition—it includes the two-issue wrap-up *Empire's End*.

***Star Wars: Droids* (1994-1997)**

Star Wars Omnibus: Droids collects the entire series in one 440-page volume, including the storylines *The Kalarba Adventures*, *Rebellion*, *Season of Revolt*, and *The Protocol Offensive*, as well as the rare "Artoo's Day Out."

***Tales of the Jedi: The Freedon Nadd Uprising, Dark Lords of the Sith, The Sith War, Redemption* (1994-1998)**

The rise and fall of Exar Kun is told in these tales, all of them reprinted in the 444-page *Star Wars Omnibus: Tales of the Jedi* Volume 2.

***River of Chaos* (1995)**

This four-issue Princess Leia mini-series went uncollected for years until its recent inclusion in *Star Wars Omnibus: Early Victories*. This 334-page volume also includes the stories *Yader's Quest*, *Splinter of the Mind's Eye*, *Shadow Stalker*, and *Tales from Mos Eisley*.

***Heir to the Empire, Dark Force Rising, The Last Command* (1995-1998)**

These adaptations of the Thrawn trilogy are individually available as trade paperbacks and have recently been compiled in a single, hardcover volume on sale this December (see story this issue).

***X-Wing Rogue Squadron* (1995-1998)**

The entire series is available in three separate Omnibus editions (each between 300-360 pages), sold as *Star Wars Omnibus: X-Wing Rogue Squadron* Volumes 1-3.




By the mid-1990s, Dark Horse had become the most prominent player in the *Star Wars* Expanded Universe next to book publisher Bantam. Richardson, who saw cross-promotional opportunities, secured the rights to the comics adaptations of Bantam's bestselling *Star Wars* novels *Heir to the Empire*, *Dark Force Rising*, and *The Last Command* by Timothy Zahn. All three were strong sellers, prompting Richardson to look toward the novels as potential talent pools.

"We went after some of the authors who had done *Star Wars* novels," he says, including Michael Stackpole, writer of Bantam's *X-Wing* series. Stackpole's novels combined intense space dogfights with the big-cast camaraderie of a starfighter squadron, something that had the potential to translate well into the comics medium. *X-Wing Rogue Squadron*, written by Stackpole, debuted in 1995 and enjoyed a 35-issue run.

"We thought *X-Wing* would be a great military title," says Richardson. It was one more element in Dark Horse's plan to diversify its *Star Wars* line, or as Richardson puts it, "to create different tones and different elements."

One of those elements had first appeared in the *Star Wars* Expanded Universe during the time of the classic trilogy. From 1979-1984, *The Los Angeles Times Syndicate* distributed a daily *Star Wars* newspaper strip throughout the U.S. and Canada. The strips had long been out of print when Dark Horse made arrangements to collect and reprint the portion of the run illustrated by the legendary Al Williamson (see *Star Wars Insider* Issue 112).





"Al Williamson is a friend of mine," says Richardson. "I probably first became aware of his work when I was a kid through the *Flash Gordon* comics from King Features. I pursue the best people I can, and we became aware that all that [newspaper] material was out there."

Published under the name *Classic Star Wars*, the series brought the strips to a new audience and Williamson came on board to contribute new covers and consult on the coloring and formatting. The success of the series prompted Dark Horse to reprint another run of the strips (illustrated by the late Russ Manning) as *Classic Star Wars: The Early Adventures*.

Other experiments included *Star Wars Droids*, which revealed untold tales of C-3PO and R2-D2 as they passed from master to master in the years before Episode IV *A New Hope*. "*Droids* was an attempt to broaden the audience," explains Richardson. "We felt some of our *Star Wars* material was over the heads of younger kids and decided to create a series that was accessible for younger readers. Everybody seemed to get on board with the idea that if we were going to do a younger book that still had the opportunity to maintain the interest of the regular readership, then *Droids* was it." Featuring stunning covers by Kilian Plunkett and even an issue co-written by C-3PO himself, actor Anthony Daniels, *Droids* ran for a total of 16 issues.

As Dark Horse prepared to enter the prequel era its roster of *Star Wars* comics provided a little something for everybody, from military buffs to fans of the Force, and from kids to adults. Says Richardson, "One thing we're good at is looking at the *Star Wars* films and picking what the fans want to see, because we're such fans ourselves."

CLASSES WARS!

WHAT COULD BE BETTER THAN WATCHING A NEW *STAR WARS* ADVENTURE? HOW ABOUT *LIVING* A NEW *STAR WARS* ADVENTURE! *STAR WARS: THE OLD REPUBLIC* WILL OFFER FANS THE CHANCE TO DO JUST THAT. THE ONLY QUESTION: ARE YOU A JEDI OR A SITH? TONY A. ROWE WEIGHS UP THE OPTIONS.

Star Wars: The Old Republic is the upcoming story-driven massively multiplayer online game that takes place more than 3,500 years before the time of Luke Skywalker and Darth Vader. Players experience a time after the Great Galactic War that nearly destroyed both the Galactic Republic and the rebuilt Sith Empire. A tenuous truce was signed, but that peace has devolved into a cold war and tensions between the factions are heating up. Border planets are home to regional conflicts and proxy wars as both sides prefer to use subterfuge and espionage over direct military attack.

LucasArts recently announced two new player classes which, like most other classes in *The Old Republic*, are based on classic characters that are very familiar from the *Star Wars* movies.

In the movies, Yoda serves as the archetype of the Jedi Consular, who prefers to use his mind and abilities with the Force to overcome conflicts rather than enter direct combat.

Conversely, the evil Emperor Palpatine is the best-known comparison to the Sith Inquisitor, who opts to use the raw, destructive power of the dark side of the Force to eliminate any resistance.



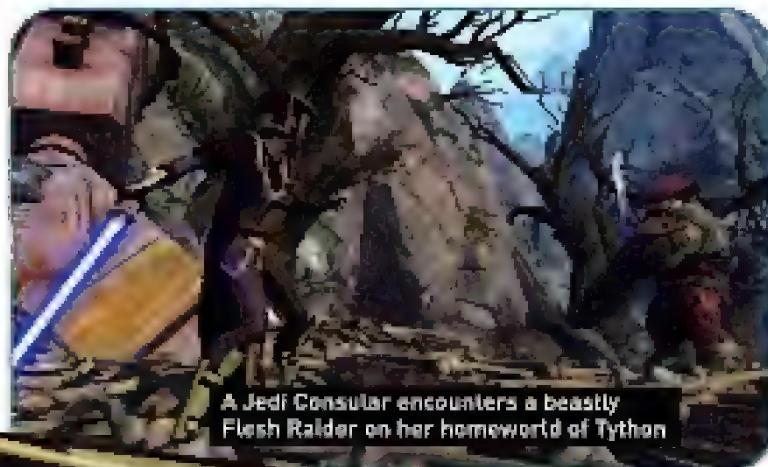
A Sith Inquisitor faces down a Republic agent.



MEET THE JEDI CONSULAR

The Jedi Consular is a powerful Force user on the side of the Galactic Republic. He uses his Force powers to control the tide of battle and depends on his wits to get out of tough situations. Whereas a Jedi Knight leads with his lightsaber and relies upon armor for protection, the Consular forgoes armor for mobility and channels the Force as his primary weapon. He confuses opponents with mind tricks and hurls heavy objects with telekinetic powers. He can use the Force to pull distant enemies into range for a lightsaber strike or simply toss them into the air and smash them down to the ground. Many of his other skills, such as healing, are effective at keeping himself and his allies alive.

The Consular begins his story as a Padawan trainee at the rebuilt Jedi Temple on Tython. The planet's native population has begged the Jedi for help in defending them against a brutal group of marauders known only as the Flesh Raiders. The Jedi Council decided not to intervene, preferring to stay out of local affairs on Tython. Will the Consular follow the will of his Masters or strike out on his own against the Flesh Raiders?



A Jedi Consular encounters a beastly Flesh Raider on her homeworld of Tython





Taking on some droids using the power of the Force

A NEW WORLD

Tython is a dangerous world that holds many mysteries. Thousands of years before, ancient sages, philosophers, and warriors first studied the ways of the Force among this world's lush forests. Eventually, a schism occurred between the students of the light and dark sides of the Force, triggering a war that nearly destroyed the planet. Survivors of that conflict founded the Jedi Order, and left the planet to become guardians of peace and freedom in the galaxy.

Forgotten for millennia, Tython has been rediscovered by the Jedi when the game begins. After the Sith destroyed the Jedi Temple on Coruscant during the Great War, the Jedi Council decided to build its new temple on Tython. The Consular starts the game as a promising new Padawan studying at the temple and is eager to learn more about the ways of the Force. His story may lead to uncovering forgotten discoveries from the earliest practitioners of the Force, or other darker secrets about this world and its lost history.

As with all of The Old Republic's character classes, the Consular can be tuned to fit one's personal play style and will give players plenty of room for customization. A solo adventurer may become an expert with a lightsaber to ensure that he is never defenseless. A group adventurer may focus on the Consular's many abilities that support others, relying on tougher allies to handle close combat.

As the Consular's story progresses, players will come to know and work with many non-player

characters, some of whom will become the player's allies.

Players may form a party with these allies or team up with other players online. A well-rounded party is made of characters whose strengths balance out other characters' weaknesses. For example, a Jedi Consular and a Republic Trooper make a good team. With his tough battle armor, the Trooper can take the front line and guard the unarmored Consular. In return, the Consular can heal the Trooper and use long-range Force attacks against enemies. A party with enough complementary skills and abilities can be prepared for almost any situation.



THE OLD REPUBLIC

THE NEW WORLD

SITH INQUISITOR

The Sith Inquisitor is a master of devastating Force powers. He may tap the dark side to create brilliant, destructive arcs of Force lightning or even drain the life force out of his opponents. With good dueling skills and light armor, the Inquisitor is also a capable melee fighter who can rely on his blade as much as his mind.

Like the Consular, the Inquisitor's strengths lie in eliminating enemies from a distance. Several of the Inquisitor's powers keep those enemies at a distance (such as Overload, the ability to knock back opponents in all directions around the character). With more experience, he can learn to imbue his lightsaber with Force lightning for a shocking attack or even chain arcs of lightning to strike numerous targets at once.

The Inquisitor's harsh life begins as a human slave at the Sith Academy on Korriban. The player's strong Force sensitivity makes him stand out from the other slaves and he gets the chance to do more than manual labor. The overseers, member of the true-blood Sith species, see opportunity in the slave's innate abilities but are loathe to work with such human scum. With the Force as his ally, the Inquisitor may yet usurp his overseers and rise through the ranks of power or even leave the ranks of the Sith to forge his own destiny.



The Sith Inquisitor commands the power of Sith Lightning



SITH HOMEWORLD

Korriban is the sacred homeworld of the Sith species and location of the great Sith Academy. The planet was abandoned centuries earlier during the Sith Civil War which was triggered by events depicted in *Star Wars: Knights of the Old Republic*. The rebuilt Sith Empire returned to Korriban during the Great War and re-established the crumbling academy.

The red dust of Korriban's Valley of the Dark Lords conceals the tombs of countless Sith Lords from across the ages. The Inquisitor's first expeditions will be to explore these tombs, eliminate competing tomb robbers, and bring any valuables back to the Academy, whose members have been robbing these tombs under the guise of archaeological research, seeking items of power and ancient Sith sorceries that still lay hidden in these catacombs.

This is a period in the *Star Wars* timeline that is rich with drama, adventure, and new stories to be experienced. While the game isn't quite ready yet, stay with *Star Wars Insider* for all the latest exclusive news on this exciting new chapter in the saga!





ASK LOBOT CALL BANE

As you requested, I, Cad Bane, have infiltrated the vault of the Jedi Temple Archives on a deadly mission to access Lucasfilm's Holocron database, where all of the secrets of *Star Wars* continuity are stored. After deactivating that berg-brain, Lobot, it was easy for me to "persuade" that know-it-all Jedi

custodian of the Holocron to open it so that I may possess its secrets.

With this information at my fingertips, I can reveal to you the top ten irreconcilable continuity errors, or what they call "shifts in vision," in the *Star Wars* universe.

A trio of Jabba's skill guards named in honor of the classic 1951 sci-fi film, *The Day the Earth Stood Still*. Seems straight-forward enough, right?

Unfortunately the vintage Kenner action figures caused some confusion. Kenner's original Klaatu looks a lot like a character named Woof. Barada, originally thought to be a species name, is actually a character name that is often confused with another character of the same species named Kithaba. Finally, Nikto is not an individual but a species composed of several subspecies including Red Nikto and the Green Nikto represented by Klaatu and Woof. There are actually four Red Nikto in *Return of the Jedi*: Vizam fires the sail barge cannon, Nysad shoots at Luke, Vedain fights Lando for control of the skiff, and an unnamed guy dressed in turquoise is seen aboard the second desert skiff. Individually, these don't pose much of an issue, but as a whole, they're a continuing source of confusion.

10

KLAATU, BARADA, NIKTO



9

UNCLE OWEN IS OBI-WAN'S BROTHER

Luke tried to bring out much information, so much that he made him swoon.

Ben continued his narrative. "When your father left, he didn't know your mother was pregnant. Your mother and I knew he would find out eventually, but we wanted to keep you both as safe as possible, for as long as possible. So I took you to live with my brother Owen, on Tatooine... and your mother took Leia to live as the daughter of Senator Organa, on Alderaan."

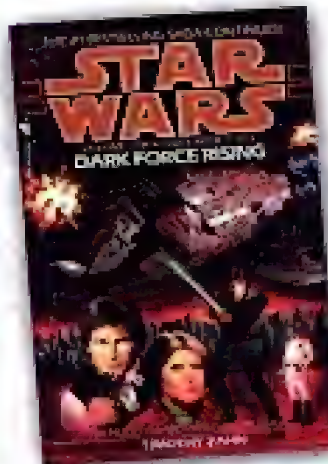
Luke settled down to hear this tale, as Artoo nestled beside him, humming in a subaudible register to

Revealed in the *Return of the Jedi* novelization, this piece of continuity got a nod in the *Jedi Apprentice* series of books released at the time of *The Phantom Menace*.

That was all fine until *Attack of the Clones* revealed that Owen Lars is, in fact, Anakin's stepbrother.

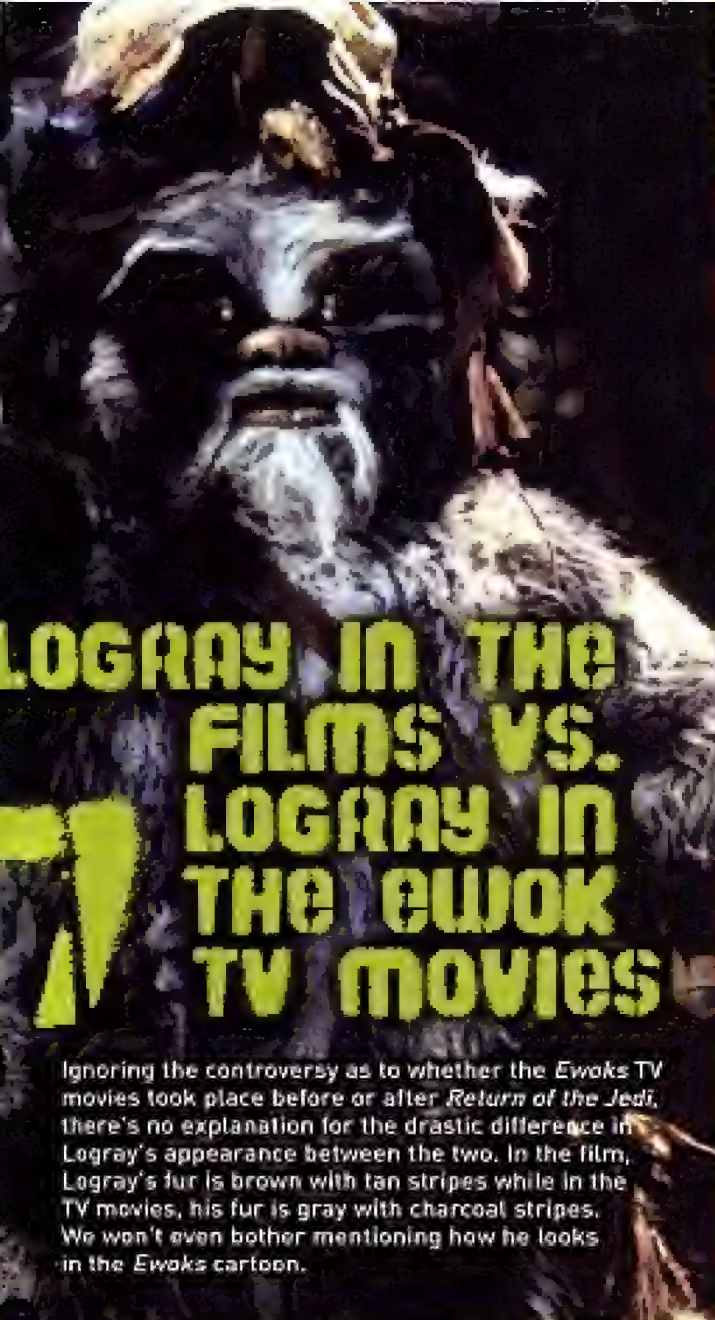
Things get further complicated when you take into account that Obi-Wan's homeworld is still one of those handful of off-limits *Star Wars* mysteries.

BPFASSHI "DARK JEDI" ON DAGOBAH



In the novel *Dark Force Rising* by Timothy Zahn, we learned that the cave where Luke confronts Darth Vader on Dagobah in *The Empire Strikes Back* actually served the purpose of shrouding Jedi Master Yoda in an aura of evil that masked his whereabouts from the prying eyes of Darth Vader and the Emperor. According to that story, this "domain of evil" only came into existence after Yoda fought and killed an extremely powerful Bpfasshi Dark Jedi on the swamp planet during the Clone Wars. But in *The Phantom Menace*, we learn the Sith Rule of Two allows for only two Sith Lords to exist at any one time, leading to the conclusion that the Bpfasshi "Dark Jedi"

was not a Sith Lord. Then the script for *Attack of the Clones* mentioned the Lost Twenty, introducing the notion that only twenty Jedi have left the Order in its entire history. And even then, they only abandoned the Order to walk other paths; that they would fall to the dark side was inconceivable. Only members of the Jedi Order bear the title "Jedi," and since they were never Jedi to begin with, the term "dark Jedi" became a misnomer. The Bpfasshi are better described as "dark siders"—individuals who use the dark side of the Force without being Sith or Jedi. But what about Yoda fighting this dark sider on Dagobah? It didn't happen, since the script for *Revenge of the Sith* revealed that Yoda had never been to Dagobah before his self-exile. So if Yoda did in fact confront a Bpfasshi dark sider, it would not have been on Dagobah and it would not have been a so-called "Dark Jedi."



LOGRAY IN THE FILMS VS. LOGRAY IN THE EWOK TV MOVIES

Ignoring the controversy as to whether the *Ewoks* TV movies took place before or after *Return of the Jedi*, there's no explanation for the drastic difference in Logray's appearance between the two. In the film, Logray's fur is brown with tan stripes while in the TV movies, his fur is gray with charcoal stripes. We won't even bother mentioning how he looks in the *Ewoks* cartoon.



BOBA FETT'S ORIGIN

6

Is he Jaster Mereel, a Journeyman Protector from Concord Dawn? Or is he a Mandalorian super-commando who fought in the Clone Wars? Might he be a former stormtrooper? All of these established possibilities for Boba Fett's origins were dispensed with when we learned that Boba Fett was actually a clone of Jango Fett, the template used to create the clone army that fought the Clone Wars on the side of the Republic. As a result, Jaster Mereel became a completely different character altogether and it would be he, then Jango, who would carry the title of Journeyman Protector on Concord Dawn, not Boba.

5 THE DEATH OF WES JANSON

The Expanded Universe has relied upon convenient excuses for why characters apparently killed in one source appear alive and well many years later in another source. In the classic Goodwin/Williams *Star Wars* comics, General Jan Dodonna died sacrificing himself as the Empire bombarded the Rebel base on Yavin 4. After his appearance in the *Dark Empire* comic series, the Rogue Squadron novels explained his absence as a prolonged captivity following injuries sustained on Yavin. And even though Derek "Hobbie" Klivian crashed his snowspeeder into the head of General Veers' lead walker in *The Empire Strikes Back* novelization, both surprisingly survived. However, the butchering of Wes Janson, Wedge's gunner, at the hands of Arns Grimraker as depicted in Marvel Comics *Star Wars* #78 couldn't be reconciled, nor could the story of a then bearded Wedge's desperate attempt to reunite with the Rebel fleet. Instead it became an in-universe tall tale Wedge and Janson used to tease new inductees to Rogue Squadron.



4

TONNIKA SISTERS

Are they twins? Are they even sisters? The answer is, yes. Are they in the films? No. What?! When Brea and Senni Tonnika were first identified by name, they were associated with artwork depicting a set of identical twins, supposedly appearing as the "Space Girls" seen in the Mos Eisley Cantina

in *Star Wars: A New Hope*. However, the "Space Girls" in the films weren't actually twins, with one being noticeably taller than the other. Enter Shada D'ukal and Karoly D'ulin, two non-twin Mistryl Shadow Guards impersonating the Tonnika twins despite the height difference.



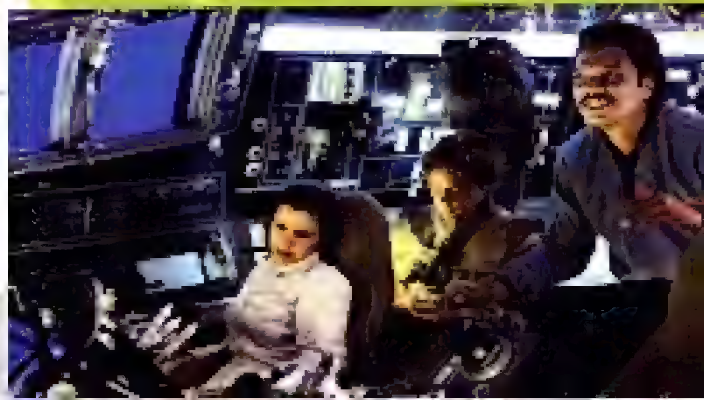
3 HAN SOLO WINS THE MILLENNIUM FALCON FROM LANDO CALRISSIAN



The Expanded Universe loves to fill in the gaps that are suggested in the films, but are otherwise left offscreen. The bounty hunter on Ord Mantell, the stealing of the Death Star plans, Han Solo winning the *Falcon* from Lando Calrissian—all are events told multiple times in different ways throughout the Expanded Universe. So, it was established that there were multiple instances where the heroes form the classic trilogy ran about of bounty hunters on Ord Mantell. And those Death Star plans? Their retrieval was infinitely more complicated than the one line in the text crawl suggests. But the idea that Han and Lando kept trading off the *Falcon* in several different games of sabacc stretches credibility and goes against the logic suggested by Han and Lando's reunion in *The Empire Strikes Back*. Who's to say if and when the truth will ever be known?

2 VEHICLE SIZES

Some people love stats. No, make that some people are obsessed with stats, to the point where they take painstaking measurements to pinpoint the sizes of vehicles relative to other ships. But the thing to remember is that filmmaking constantly employs camera tricks and movie magic, designed to set up the composition of a shot in the eyes of the director with minimal regard for actual proportions. Those snowspeeders in the background? Small scale versions with children dressed up as Rebels to make the ships appear larger. The *Falcon* in the Death Star Bay? Nowhere near as large as it would have to be to have the same dimensions of the models. And how exactly did the *Falcon* cockpit gain two extra seats in *The Empire Strikes Back*? Camera tricks also can't hide the fact that a one-meter tall astromech droid is much too tall to fit into the socket of a Jedi starfighter. With so many CG effects in the prequel trilogy, making ships 20 percent larger or smaller in a shot becomes a matter of typing in a few keystrokes. So, establishing official stats can sometimes be guesswork depending on which shot you are looking at. And as with the Super Star Destroyer, sometimes the first guess comes out wrong.



1 DATES ON THE ORIGINAL CLONE WARS TIMELINE

For 25 years, fans could only imagine what the Clone Wars could be like since the era was previously off-limits to the EU. With the release of *Attack of the Clones*, the floodgates to tell Clone Wars stories were thrown open. To help track the myriad stories told in video games, books, online, and even an animated micro-series, Lucas Licensing developed an elaborate timeline, complete with months, and assigned to it each story to ensure the tales fit together in a single, cohesive narrative. But as the current *Star Wars: The Clone Wars* weekly animated series developed, adhering to the dates on the existing timeline proved overly confining to the stories George Lucas and the folks at Lucasfilm Animation wished to tell. When the end of the series is in sight a new timeline will be created to encompass both the events of series and of all the previous EU material.

It has been a pleasure doing business with you. And now I must take leave with the rest of the Holocron's secrets before the Jedi come looking for me. I bid you a most respectful farewell. ♫



CAD BANE WAS ASSISTED ON THIS MISSION BY LELAND Y. CHEE

A LITTLE SHORT

FOR



WHO'S THAT GUY?

Darth Stewie is a key player in the *Family Guy*'s take on the *Star Wars* universe.

Family Guy is a hilarious animated comedy about the Griffin family where the evil baby (that's Stewie) and Brian the dog are the most intelligent members of the family.

The *Family Guy* team have already done one *Star Wars*-themed episode, *Blue Harvest*, which spoofed *A New Hope* and the next instalment, out on DVD on December 22, is called *Something Something Dark Side*. The story follows the Griffin's version of *The Empire Strikes Back*... Freakin' sweet!

A SITH LORD!

DARTH STEWIE DOESN'T GIVE MANY INTERVIEWS BUT STAR WARS INSIDER SAT DOWN WITH THE TINY TERROR TO DISCUSS THE DARK SIDE AND DIAPERS!

Where do you see yourself in 15 years time—besides puberty?

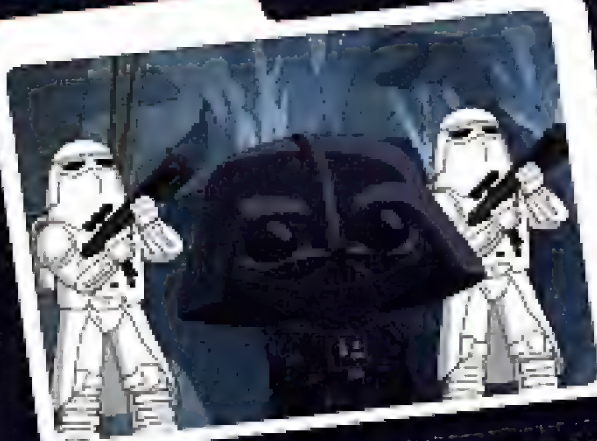
Running the Church of Latter-day Siths. There's so much work to be done in promoting the Dark Side. Gotta make a donation?

How is the baby food on the dark side? Do they have organic offerings?

You know, with literally an entire galaxy's worth of food to choose from, you'd think there'd be better offerings than tauntaun yogurt. Plus I'm usually in a hurry, and it takes an hour to get this mask off, which means if I want to eat, it's gotta be through a straw, so that narrows things down a bit.

What's the hardest thing about being the Dark Lord of the Sith?

Finding the time to get the job done. There are just so many tasks to perform in a given day, people to finger choke, planets to blow up. I still haven't decided on a breed for a pet Ewok.



How did you become the supreme commander of the Galactic Empire? Why you?

I know, right?! It's a great question. Really, I stumbled into it. I was on a mechanical engineering track at Rutgers, then the thought occurred to me, "What if I just start wearing all black and telling people what to do?"

What is the power hierarchy in your Empire?

It goes Emperor, me, grey suits, blue suits, round helmets, red helmets, white helmets, chicks.

What are your thoughts on the Force, since you seem to yield it so well to control the feeble-minded adults in your world?

I love the Force. I no longer have to hire movers and it's saved me a ton on my long distance bill.

Who changes a Dark Lord's diapers?

We have a weekly raffle on the Death Star. Everyone stormtrooper and above is allowed to enter. Really makes people feel like they're part of the team.



Thanks to the writers of *Family Guy*.
Photos courtesy of 20th Century Fox Home Entertainment

The background of the page is a dynamic scene from the Star Wars movie "The Empire Strikes Back". It depicts the Battle of Hoth, with Rebel Alliance AT-AT walkers and snowspeeders engaged in combat on the icy planet. Bright blue and white energy beams from the walkers' cannons are visible against the dark, stormy sky. The Rebel Alliance logo is partially visible in the upper left corner.

BATTLE OF HOTH

EARLY STORYBOARDS FOR
THE EMPIRE STRIKES BACK

By J. W. Rinzler



While writing the upcoming *The Making of The Empire Strikes Back* (Random House, 2010), I had a recurring dilemma: how to fit all of the fantastic material into the limited confines of the book. Even though the publisher had generously allocated 372 pages with space for over 1,200 illustrations (the most ever in one of our "making of" books), the production team on *Empire* produced a staggering number of artworks and photographs. After the phenomenal success of *Star Wars* in 1977, George Lucas and his heads of department knew they were making film history. So pretty much everything had been conceptualized, documented, planned, re-planned—and preserved. In the end, it was impossible to get every last gem into the book. Thankfully, *Star Wars Insider* has provided a home for some of these materials, with this first installment featuring early storyboards by visual effects art director Joe Johnston. (You'll notice some boards in the numerical series are missing—those are the ones that actually made it into the book.)

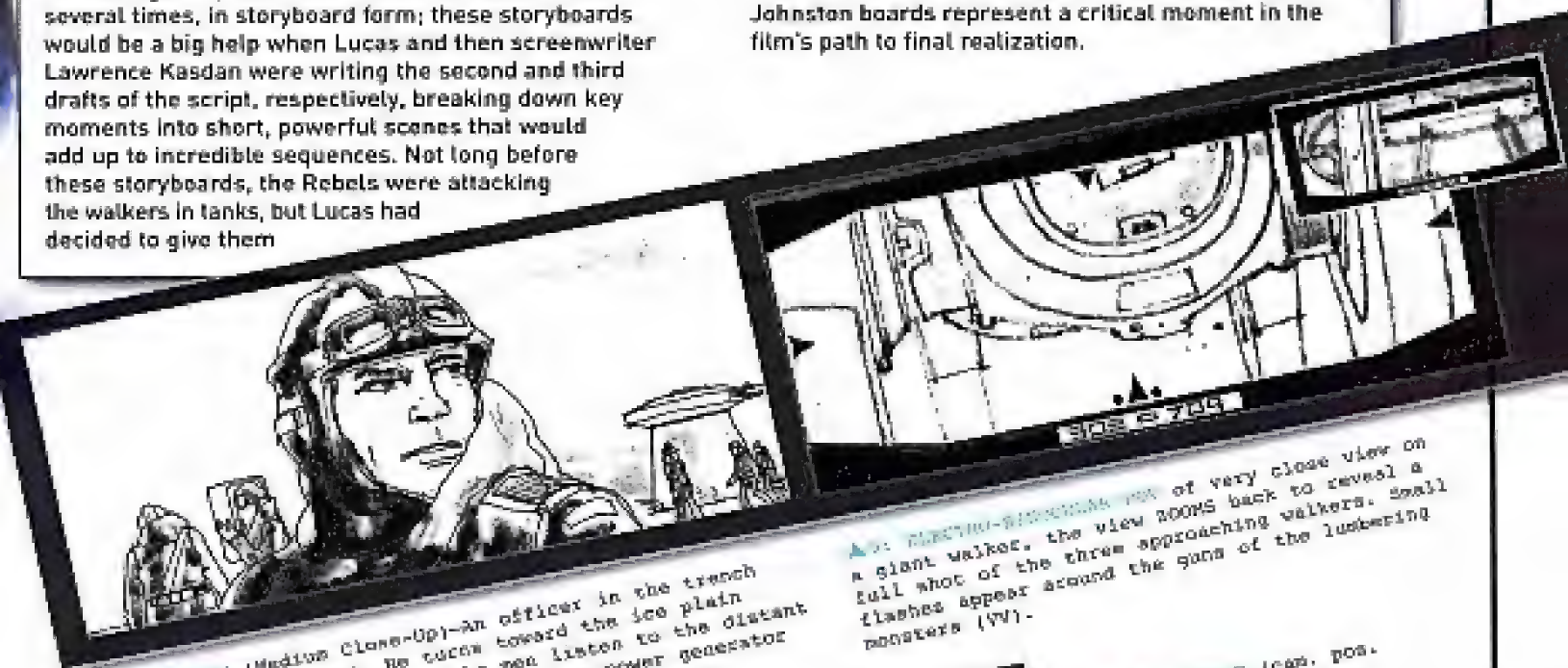
During the spring of 1978, Lucas was working intensely with Johnston on the Battle of Hoth, visualizing every shot, often re-doing certain shots several times, in storyboard form; these storyboards would be a big help when Lucas and then screenwriter Lawrence Kasdan were writing the second and third drafts of the script, respectively, breaking down key moments into short, powerful scenes that would add up to incredible sequences. Not long before these storyboards, the Rebels were attacking the walkers in tanks, but Lucas had decided to give them

snowspeeders instead. Although many of these boards would be revised up until the fifth draft—the shooting script—and beyond during postproduction, essential elements that would survive all the way to the finished film are already present.

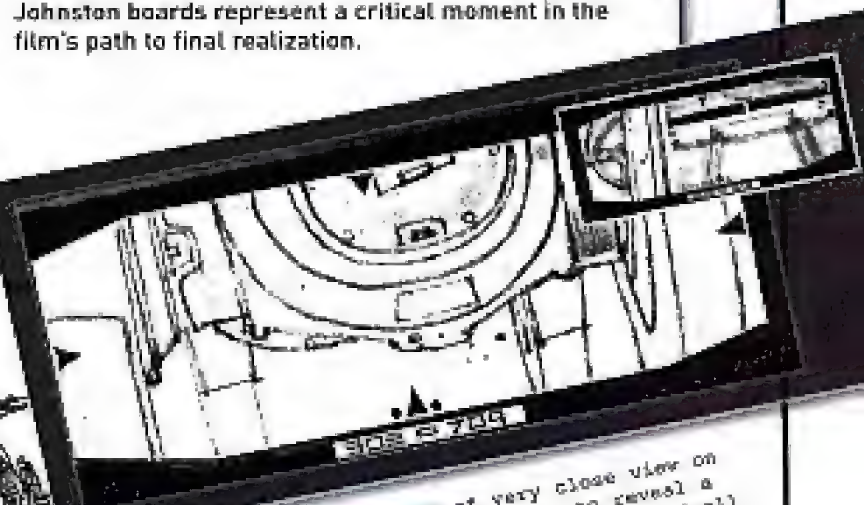
Some of the material that would be modified included Luke's first attack on a walker, which makes him remark that their armor is too strong for blasters—thus leading to the tow cables; the Rebel known as Wedge is here designated as Rogue Junior; Luke's snowspeeder crashes much earlier in the sequence (that would be changed later for several reasons, including weather continuity, in editorial and at ILM); and when he rappels up to the underbelly of the walker, the sequence is broken down into many more shots than the abbreviated final version (which is ultimately more cinematic).

In the end the script would designate three walkers, with key plans for each, while here the number of walkers hasn't been fixed yet. But overall, these Joe Johnston boards represent a critical moment in the film's path to final realization.

KEY:
 MED. CU ▶ MEDIUM CLOSE-UP
 TV ▶ VISTAVISION (the special camera used for visual effects plans)
 L ▶ Left
 R ▶ Right
 INT ▶ Interior
 POV ▶ point of view
 BB ▶ background
 VO ▶ voice over
NOTE: The text captions were originally placed under the storyboards and are almost word for word what would appear in the early drafts.



▶ **3:00PM, CU (Medium Close-Up)**—An officer in the trench hears the sound also. He turns toward the ice plain horizon. All work stops as the men listen to the distant thump, thump sound. Far in the BG, the power generator is visible. The officer squints to see something.



▶ **3:01PM, EXTREME-CLOSE-UP**—A very close view on a giant walker, the view ZOOMS back to reveal a full shot of the three approaching walkers. Small flashes appear around the guns of the lumbering monsters (TV).



▶ **3:02PM, SHOT (cam. pos. A)**—The officer drops his binoculars as the regular rhythmic pounding begins to vibrate the ground. It grows louder, with a high-pitched metallic rattling. He speaks into a comlink:

INTRODUCED
 Incoming! Open up. They're point 03, Commander Skywalker.

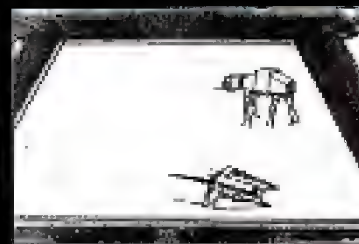
3:03PM
 We're on our way.



12: MED. FULL SHOT-Four speeders race over camera at full throttle. Slight L to R angle.



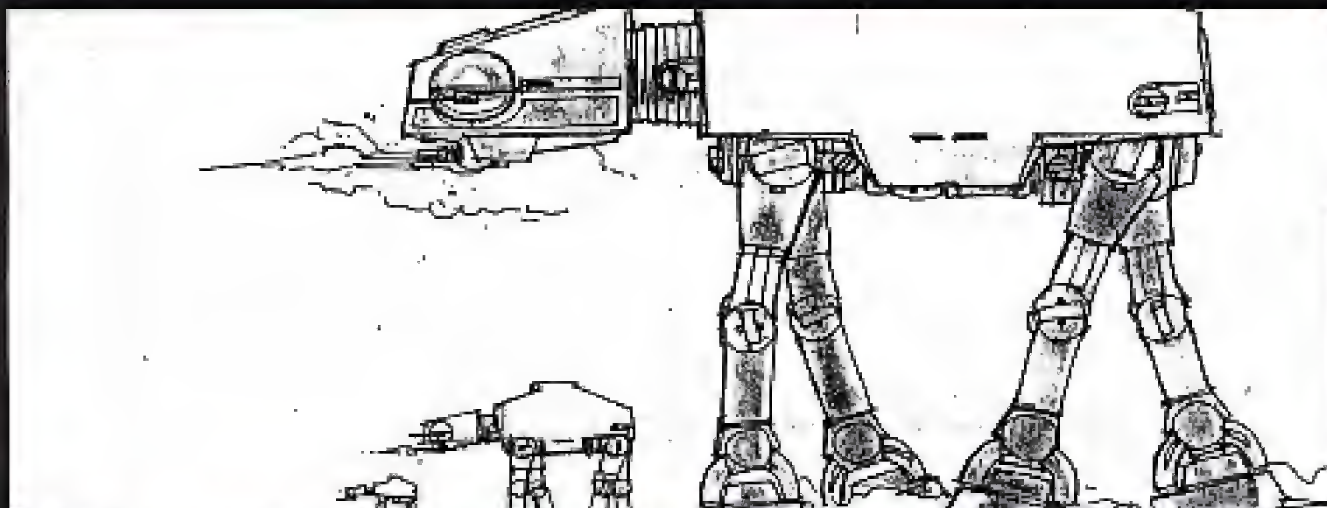
18: FULL SHOT speeder racing L to R away from camera and steep bank to the right (VV)



19: INT PILOT POV-Speeder cockpit. Speeder turns approaching walker and flies thru the legs of one of the monstrous machines. The horizon twists as the speeder banks through the legs. Second walker and two speeders in the BG. (VV)

20: CU LUKE-Looking back to the speeder cockpit. The horizon twists and shakes behind Luke's head as he swings the tiny craft around for another run.

LUKE
WJ, split your squad into pairs.

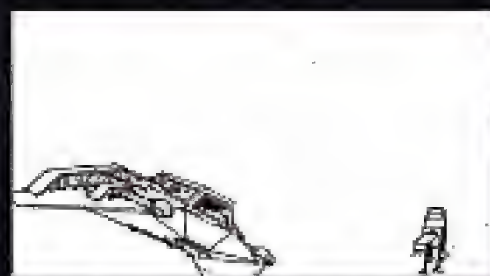


22: MED. FULL SHOT-Three walkers marching R to L firing all cannons. (VV)

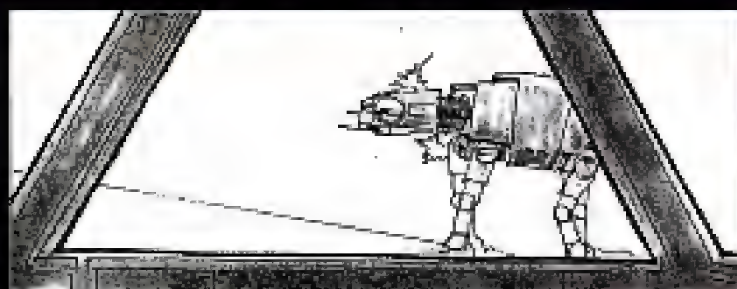
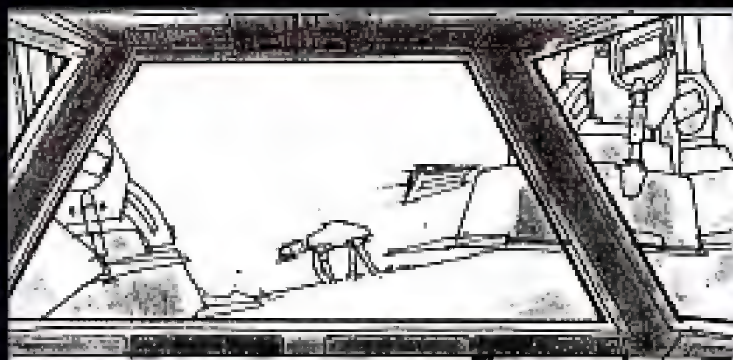


25: CU LUKE LOOKING BACK as the walker grows small in the distance. (VV)

LUKE
That armor is too strong for blasters.

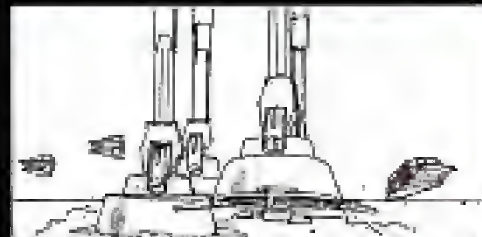


26: OVERHEAD TWISTING FULL SHOT WALKER-Luke's speeder banks up toward camera and turns. (VV)



LUKE
Rogue Leader to Rogue
Junior.

RJ
Copy, Rogue Leader.



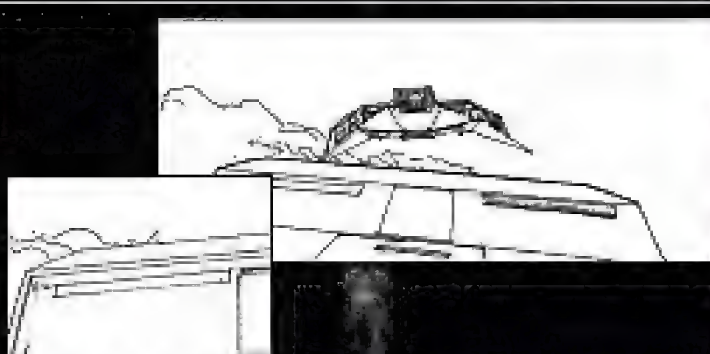
21: FULL SHOT—Pan thru foreground legs of walker as speeder banks and turns away. Two other speeders pass the first speeder going in the opposite direction (VV).



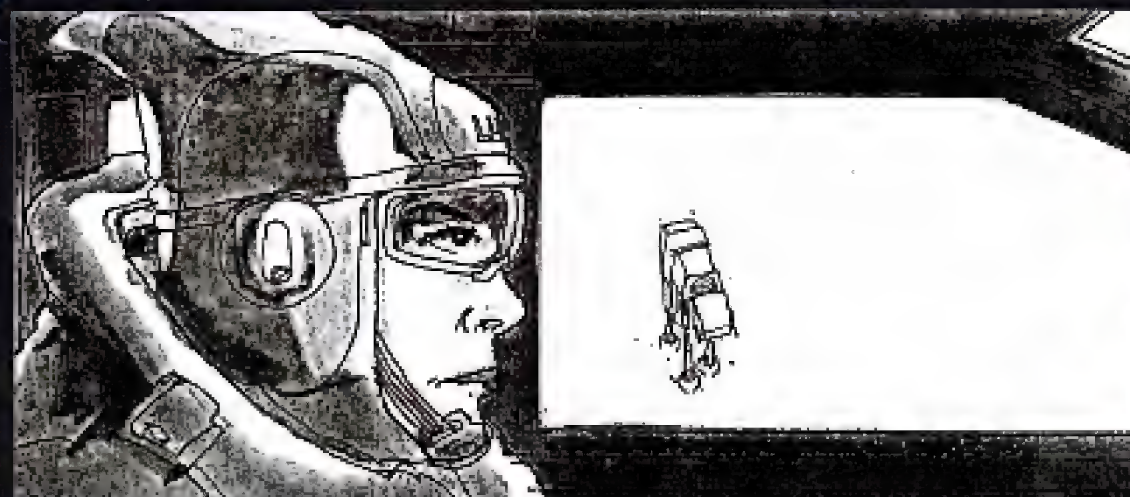
23: INT. WALKER COCKPIT—
Two pilots watch the
distant gun emplacements
as they maneuver their war
machine forward.

PILOT
On the right!

Luke's speeder banks in
from the side and heads
straight for the viewport
blasting away. A huge
explosion hits the window
and dissipates. The speeder
roars over the window. (VV)

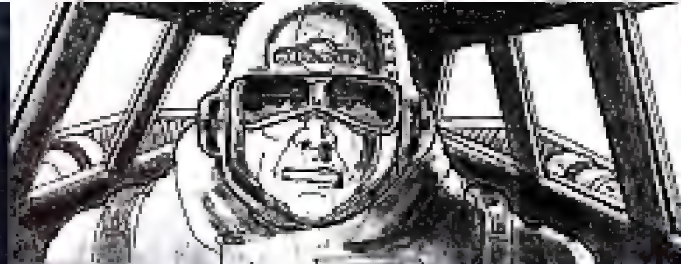


24: FULL SHOT moving across the top of the walker
as Luke's speeder skins across it. Trucking with
the speeder, then it flies overhead.



27: SIDE VIEW CU LUKE—On the
horizon a walker moves up
past the cockpit window
twisting as Luke banks and
starts another run.

LUKE
Rogue Group, use your
harpoons and tow cables. Go
for the legs. It's our only
hope to stop them. Babble,
are you still with me?



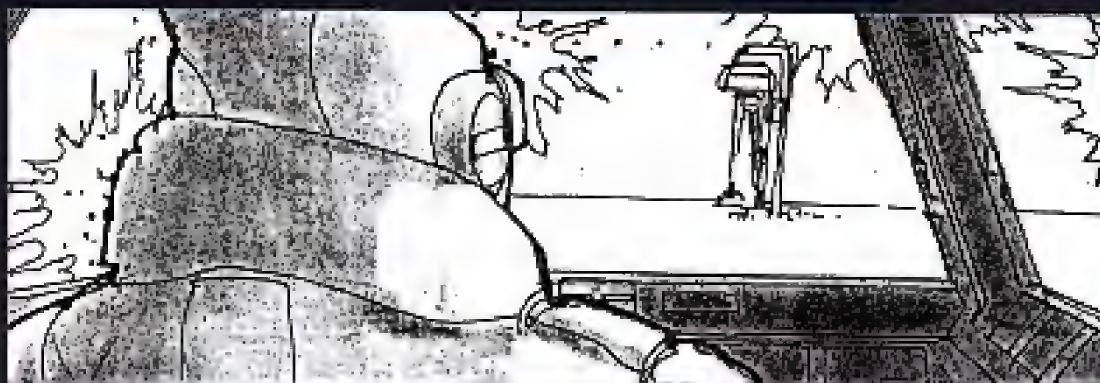
28: CU FRONT ROBBIE as the horizon twists then rights itself in the background. Robbie, a tanned-skin vet of many battles, expertly works his controls.

ROBBIE
Yes, sir.

LUKE (VO)
Well, stick close now.



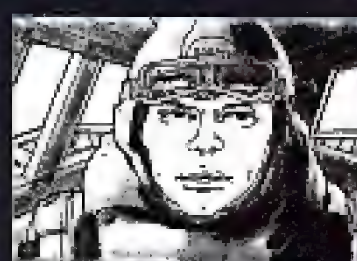
29: FULL OVERHEAD TRACKING-Luke's speeder races into the frame from the left in full bank, then straightens out. Robbie's ship comes in from the left and moves in next to Luke's ship in tight formation. They bank in unison and drop closer to the ice surface (VV). Plack.



31: INT. PILOT'S POV-Over the shoulder of Luke as he swings the speeder around and aims it at the oncoming walker. Laser bolts and flak create a deadly wall the speeder must pass through.

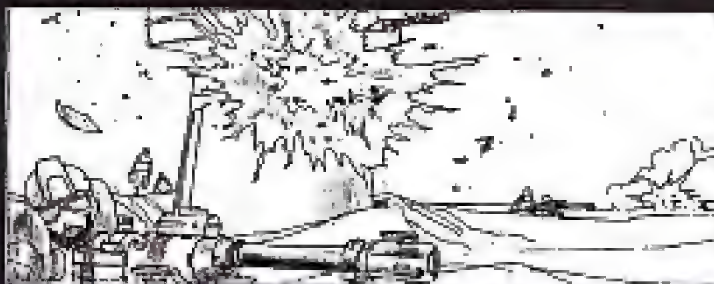
LUKE
Just hang on, Back, and get ready to fire that tow cable.

A huge explosion engulfs Luke's speeder; the battered craft wobbles a bit.



32: FRONT CU LUKE-As the speeder shudders under the impact of the explosion, but he manages to regain control of the craft. The horizon twists in the BG.

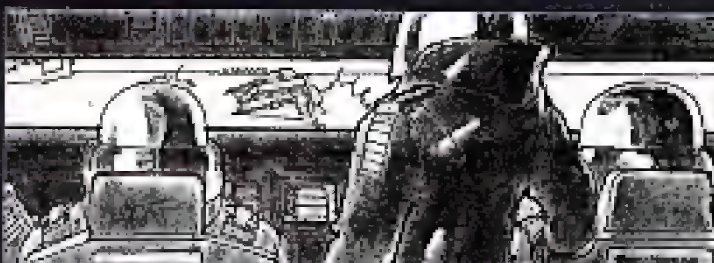
LUKE
(CONTINUED)
Stand by, Back, we're almost there. Are you okay, Back?



36: MED. SHOT-Rebel troops fire their strange weapons at the oncoming walker. Explosions burst all around them. A gun turret explodes in the foreground. [Note that this Rebel gunner looks a lot like George Lucas.]



38: MED. SHOT-Rebel troops fire at camera with the generator visible in the distance. Explosions erupt in the foreground.



40: INT. WALKER COCKPIT- COCKPIT - Over the shoulder of the pilots to the power generator in the distance. Explosions all around. Two speeders race by right to left. The pilots fire at the goat-like attackers. General Veers moves in between the pilots.

VEERS
What's the range to the power generators?

PILOT
Six twenty one... still too far out of range, but it won't be long.



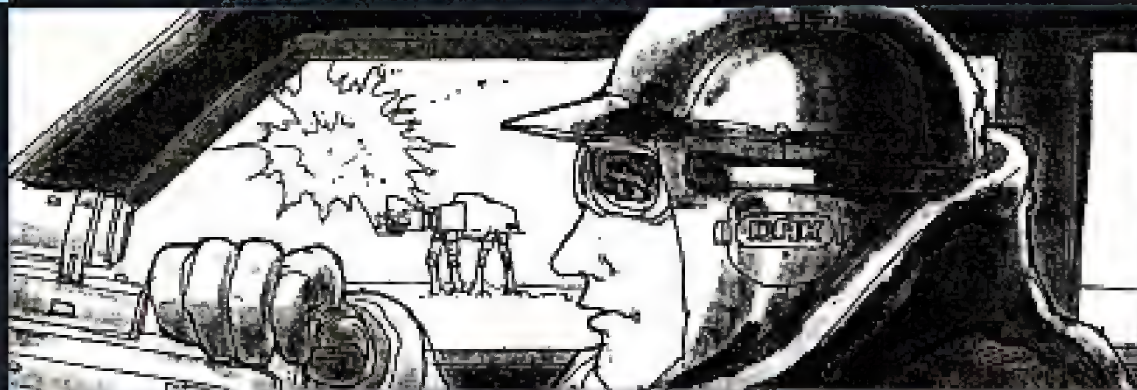
41: INT. IMPERIAL WALKER NO. 1 COCKPIT.

CLOSE-UP VEERS - As he bounces along, he pulls down an electro-telescope and studies the rebel positions.

VEERS
We have that line of gun emplacements to get through...

PILOT
No problem... Suddenly, the huge vehicle rocks violently. The pilots scramble over their controls to level the crafts.

VEERS
What's that?



30: **SIDE CU DACK**-Struggles with his harpoon gun as he bounces around in the tumbling ship.

DACK
Whoa! Luke, I can't seem to find my restraints...

Explosions flash outside the window. As the ship moves L to R, they pass a walker in the distance.

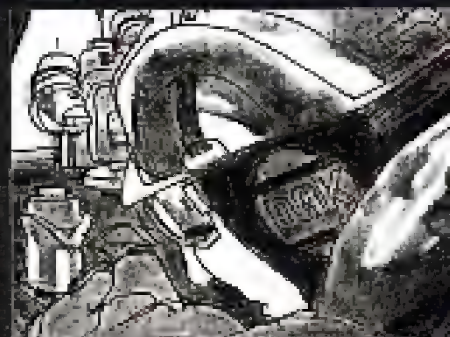


33: **FULL LOW ANGLE**-The two speeders fly in a tight formation toward the camera as explosions burst all around the craft. The speeders fly right over the camera.



34: **SIDE CU LUKE**-Int. speeder as Luke struggles to turn around to see if Dack is alright. In the background, the giant legs of the walker pass by as Luke banks under the monstrous machine.

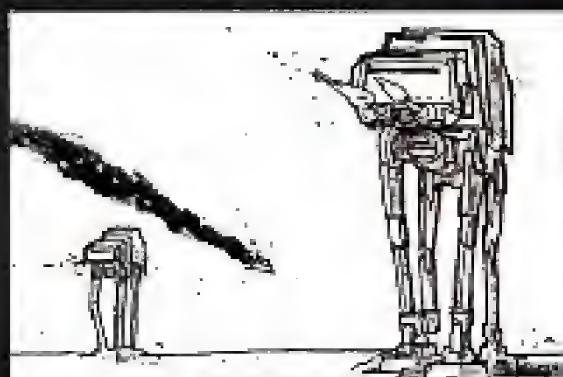
LUKE
Dack!



35: **CU DACK FROM LUKE'S POV**-Dack is lost, blood streams down his forehead which rests on his soldering controls. Out of the back window, the receding walker can be seen in the distance.



39: **MED. SHOT**-The Rebel officer we had seen earlier is hit by laser fire. Troops rush to his aid.



39: **FULL SHOT**-Two walkers (one near, one far) lumber on toward camera as a speeder between them explodes in a ball of flames going L to R.



42: **HIGH SHOT** - Side view of a speeder going left to right as it banks sharply and dives away from camera toward the fast rushing surface.



43: **CU FRONT**-Rogue Junior lets out a Rebel yell, the horizon twisting behind him. (Note: By the fifth draft, Rogue Junior would be changed into Wedge.)



34: FULL SHOT TRACKING - Panning with the speeder as it turns around and races under camera. Starts going L to R, turns going straight under camera.



45: OVER THE SHOULDER POV of RJ as he heads toward one of the Walkers (later designated No. 3), going almost to where it passes between the legs.

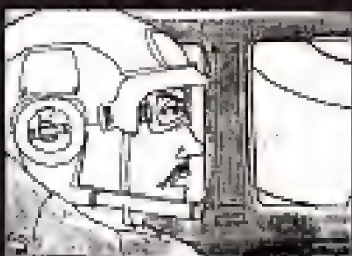


47: CLOSE-UP SIDE SHOT of the gunner as he passes the legs. He reaches for the firing switch. [Notes: In the fifth draft, this shot would precede shot #46.]

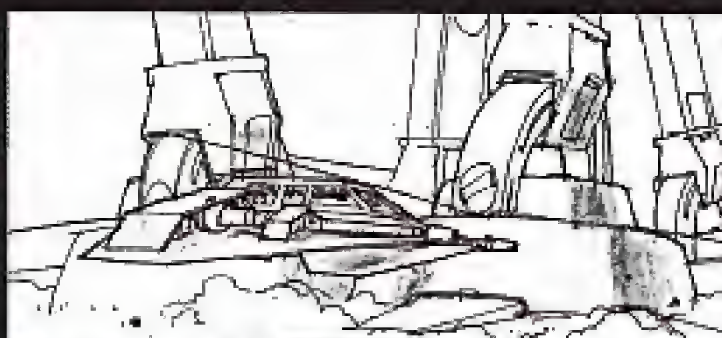
RJ: Activata harpoon



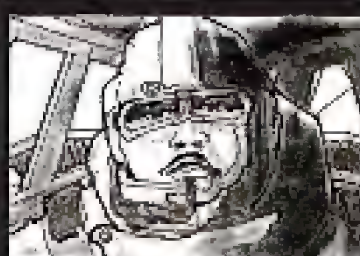
48: CU HAND pushes button that fires harpoon.



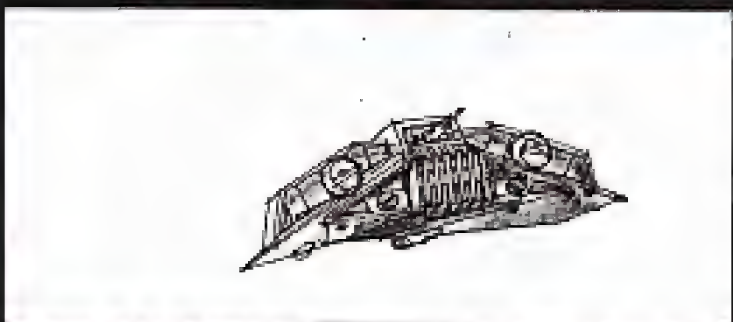
51: CU SIDE RJ as he checks his controls, and banks around the walker's front. L to R.



52: FULL PANNING SHOT of speeder moving L to R in front of the giant legs of the walker towing the cable.



53: CU OF RJ as he swings the speeder between the legs of the giant walker.



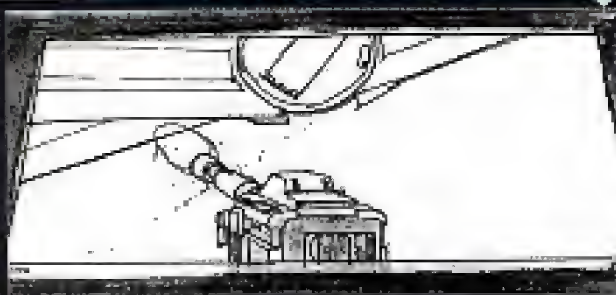
60: FULL SHOT OF THE SPEEDER zooming over camera and away into the distance moving slightly right to left. Low angle, no horizon.



63: CLOSE FULL SHOT of walker coming to camera crashing into the snow which flies in all directions.

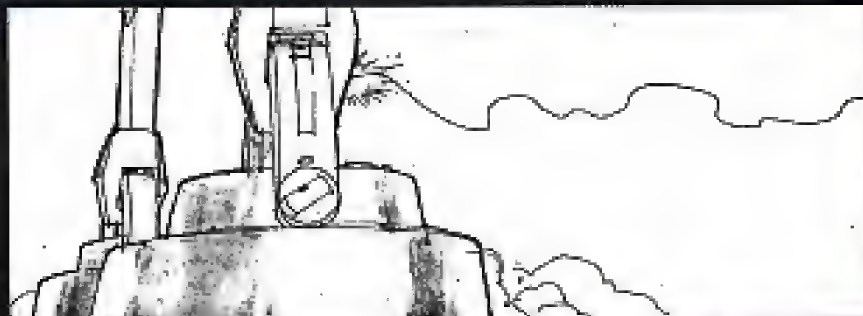


46: MED FULL SHOT of the speeder racing to camera through the legs of the walker.

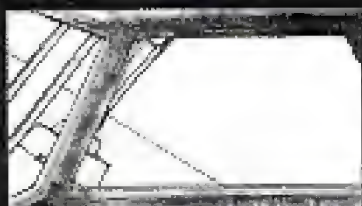


49: BACK POV from gunner as the harpoon flashes and fires at the receding legs.

GUNNER
cable out! Let her go...

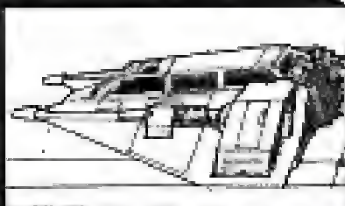


50: MED SHOT of the harpoon going right to left and embedding itself in one of the legs.

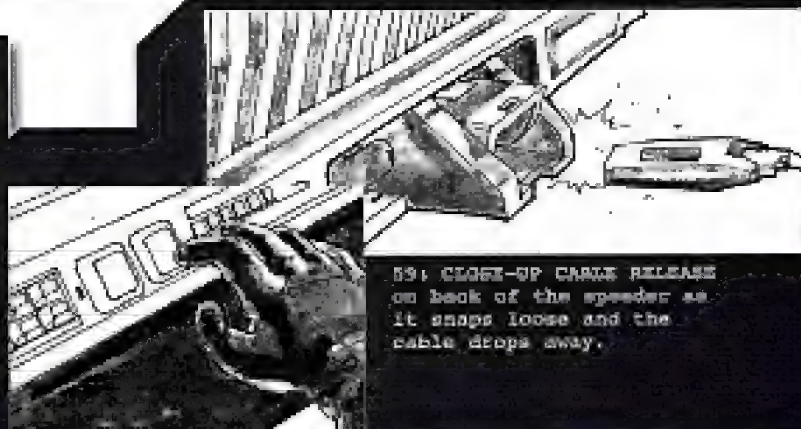


56: PILOT'S POV of walkers legs as the speeder races along the side close to the lumbering machine.

GUNNER
Cable out!



57: FULL SHOT panning with the speeder as it moves behind the legs moving right to left.



59: CLOSE-UP CABLE RELEASE on back of the speeder as it snaps loose and the cable drops away.

58: CU HAND pushes button on cable release inside speeder cockpit.



64: CLOSE-UP LOWE FRONT with twisting horizon background.

WEDGE (VO)
Rogue Leader...One down, Luke.

LOWE
I see it, RJ...good work.

**DON'T MISS STAR WARS
INSIDER 115 AS THE
BATTLE REACHES ITS
THRILLING CONCLUSION!**

THE CLOTHES THAT MAKE THE JEDI!

CHRIS SPITALE DISCOVERS HOW MUSEUM REPLICAS' NEW LINE OF FILM-ACCURATE CLOTHING AND ARMOR PUTS FANS IN THE SHOES OF THE *STAR WARS* CHARACTERS!

Attempt any big pop culture convention anywhere in the world and you're sure to find legions of *Star Wars* fans costumed as their favorite saga characters. Until now, the surest way to don a pretty good replica of the garb of Luke Skywalker, Obi-Wan Kenobi, or a stormtrooper was to painstakingly recreate the costume from scratch or by culling together pieces through online costuming communities. Museum Replicas is starting to make that task a lot easier and raise the quality level by bringing complete costume ensembles of favorite



In order to create the most accurate costumes possible, Museum Replicas has partnered with prop replica licensee eFx to supply the stunt lightsabers for the Jedi ensembles.

Each costume is available primarily for sale as a complete ensemble. However, because there are so many amazing fan outfits, select items like the Jedi cloaks, belts, and boots will also be available individually.

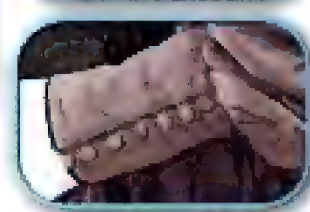
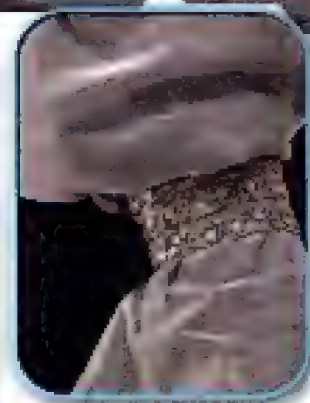




Star Wars characters within easy reach.

A subsidiary of Atlanta Cutlery, Museum Replicas began in 1985 by servicing a growing demand for authentic historic swords, armor, and edged weapons. Today, the company continues to produce historic replicas as well as props for many film, television, and theater projects. In addition to servicing the inventive worlds of role-play and entertainment, Museum Replicas also manufactures materials for modern militaries, from the combat knives used by French Special Forces in Afghanistan to the swords of the U.S. Marine Corps.

This December, Museum Replicas will apply its rigorous standards and attention to detail to the



historically-inspired outfits of the *Star Wars* universe. The first wave of the company's new costume line features Luke Skywalker (Jedi Knight), Anakin Skywalker and Obi-Wan Kenobi (Episode III), Imperial Officer (both green and black outfits), and Padmé Amidala's "Packing Gown" from Episode II *Attack of the Clones*.



STAR WARS STYLE

"With unprecedented access to archival material, we've taken our time to ensure we came out with the most definitive versions of these costumes," says Robin Chaudhuri, company vice president licensing and distribution, and formerly with the Michigan State University Historical Museum in Arms & Armor. "Fans should feel confident that these remarkable pieces are reproduced as closely as possible to what was worn on screen."

This laborious 14-month process began with a trip to the Lucasfilm Archives, and once reference materials were brought back to the factory, two teams emerged—one that began working on patterns while another sourced material. "When each team was done, they came together to produce a physical sample, which is the only way to get clothing just right," says Chaudhuri. "There's no computer modeling here—just a lot of trial and error." When it passed inspection based on the reference, a piece was sent back to the team in the U.S. from the factory in India, reviewed again, and even worn. "When questions arose that only the Archives could answer, the piece would go off to Lucasfilm. From there we would tweak it until all parties

agreed that we had done the best possible product for the consumer."

In fact, the pieces are so completely accurate to the originals that one might be mistaken for the other. "Besides comparing each piece multiple times to the original under strict supervision, we traveled to five countries to source material and trim, and still had to make some of it from scratch. Each piece is custom dyed to match what was seen on screen. Materials, weights, and seams were matched. No detail was too small," says Chaudhuri. "We've even got the pit absorbers, designed to catch perspiration, in there too! Every layer—seen or not—is present."

So, which of the impressively accurate costumes was the most challenging to replicate? "That would probably be Padmé's," says Chaudhuri. "It's been a little more difficult because it's entirely handmade, and the intricacies of the embroidery, stitching, and custom fabrics mean that literally every piece is hand dyed, hand cut, hand stitched, and handmade from the ground up. That posed the largest challenge. It's always possible to make one replica outfit, but how do you reproduce such a custom piece for an entire production run so that you have consistency across the

board? That's been a big challenge for us, but we are happy to say that we are incredibly pleased with the results!"

Judging from the warm reception this year at San Diego Comic-Con International and Dragon*Con in Atlanta, it appears that *Star Wars* fans are equally pleased. "It's very exciting to see the fans have responded to what we've done. It's wonderful to hear comments like, 'That's exactly the direction I would have gone in if I'd had more resources!'" says Chaudhuri. "The smiles on their faces are the most wonderful thing to see, and anytime we got a sigh of relief, that was the biggest compliment that we could have had!"

The relationship with the fans has long been an integral part of Museum Replicas' basic operating procedures. "One of the main reasons we do the conventions is to interact with the fan base," says Chaudhuri. "We intentionally hit some of the more popular shows where our properties are well represented. We encourage the fans to come up and speak with us. Many fans have done as much research [if not more!] on certain outfits or accessories as any company could ever possibly hope to do. It would be an injustice to not welcome a fellow enthusiast's valuable resources."



FAN INPUT

The company has worked closely with the 501st Legion and other fan groups.

"The fan base is very important to us, and it even helps direct us to what's exciting and what we should be spending time and money on," says Chaudhuri.

In fact, one of Museum Replicas' first releases of 2010 is sure to excite many a fan and convention-goer: a comprehensive, definitive stormtrooper outfit, complete with armor, helmet, gloves, belt, bodysuit, holster, and everything you would need to enlist in the Empire!

"What's neat is that we've been doing military contracts for 70 years, and as an official contractor for the U.S. Department of Defense, our same factories will now be making the stormtrooper armor—the Empire's first line of defense."

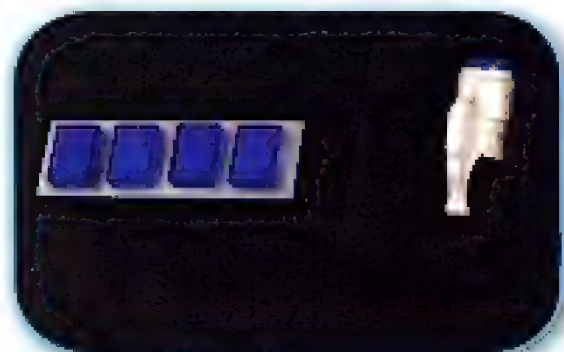
Continuing with the militaries of *Star Wars*, the near future will also see limited editions of the sandtrooper armor as seen in *A New Hope* and eventually clone trooper armor.

"With the new hybrid polyurethane, not only will these suits have durability, but also the ability to be customized—and we're very proud of that!" says Chaudhuri.

Fans can also expect to see outfits that combine both hard armor pieces and fabrics in upcoming releases, such as X-wing pilots, biker scouts, and the Emperor's Royal Guard.

However, the stormtrooper outfit is still the staple of the *Star Wars* costuming world, and rightly so.

"The most beloved armor set is probably the stormtrooper costume in all of its asymmetrical goodness, and it was important to seek out original armor sets and original pieces and accessories and pull these things to the forefront. As with all of our costumes, these will be recreated from original pieces as they were worn on screen—everything but the sweat!" jokes Chaudhuri.



EXPANDED UNIVERSE

For more information on Museum Replicas, please visit their website at www.museumreplicas.com.

STAR TREK

COUNTING DOWN STAR TREK'S TOP TEN VILLAINS!



- ① The film's screenwriters answer your questions about the new movie!
- ② Director Nicholas Meyer looks back at *Star Trek II*, *IV* and *VII*!

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**Exclusive pull out
supplement featuring
Production Art
from the new
Star Trek movie!**

BLASTER

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MONSTER

CADE SKYWALKER BATTLES SITH SCHEMES!

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By the fans, for the fans!

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Din-Djarin meets Jango Fett!

60 INCOMING

THE LATEST MUST-HAVE STAR WARS GEAR!

"THERE'S NOTHING LIKE A GOOD BLASTER AT YOUR SIDE, KID."



THE FUTURE GONE BAD:
The Possible Futures Our Heroes Faced

Top 10 Villains

HEROES

THE OFFICIAL MAGAZINE

**TOP 13
SCARIEST
MOMENTS**

**A DAY ON
THE SET
OF HEROES**

THE DARK SIDE OF HEROES

WE TALK TO YOUR FAVORITE VILLAINS
SYLAR/NATHAN PETRELLI/NOAH BENNET

Sylar's Guide to Being a Villain

Ray Park

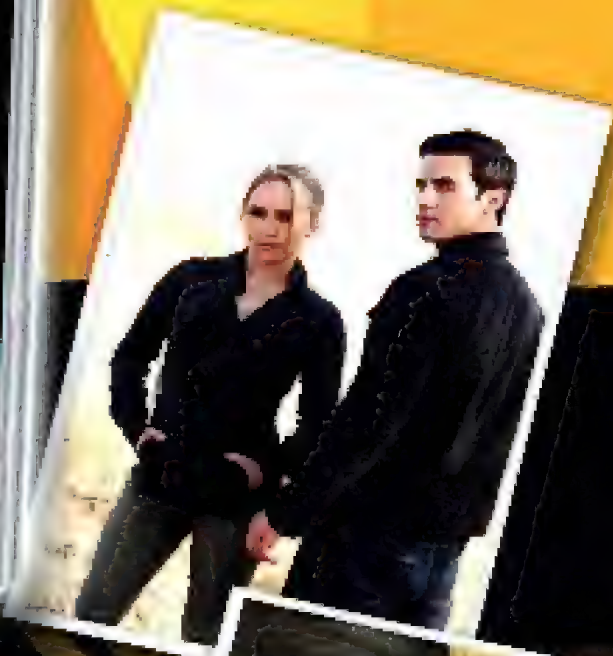
Dawn Olivieri

Learn to Control Minds

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BOOKS

SITH SUCCESSION GETS DANGEROUS IN *DARTH BANE: DYNASTY OF EVIL* WORDS: DANIEL WALLACE

"The nature of the dark side doesn't allow multiple Sith Lords to work together; in the end they always end up killing each other off."

THERE CAN BE ONLY TWO!

Drew Karpysyn's *Darth Bane* novels take place a thousand years before the movies, in a time when the Sith plunge from near-mastery of the galaxy to utter ruin. The first volume, *Path of Destruction*, chronicled the war's final battles, and its sequel, *Rule of Two*, showed Bane's efforts to rebuild the Sith in secret. Now, *Darth Bane: Dynasty of Evil* tackles the issue at the heart of Bane's new order—if there's only one Master and one apprentice, when does the subordinate finally take command of her destiny?

"The Rule of Two is simple on the surface, but complex when you try to apply it to a given situation," explains Karpysyn. "Bane has mixed feelings about [his apprentice] Darth Zannah, and their efforts to resolve the lethal nature of their relationship play a very important role in *Dynasty of Evil*. In the end they both know only one can survive, and that's not the kind of thing you can just leave hanging."

It's important for Bane to get it right, for it is this philosophy that will allow the Sith to endure for a millennium until Darth Sidious and Darth Maul launch their plot against the Jedi in Episode I. By reducing their number to two, Bane hopes to control the greatest threat to the Sith—the Sith Lords themselves.

"The nature of the dark side doesn't allow multiple Sith Lords to work together; in the end they always end up killing each other off," says Karpysyn. "The Sith Order enjoyed its greatest success under Darth Sidious, and he was an adherent of Bane's

Rule of Two. I've argued that the only reason Sidious was defeated was because he abandoned the Rule of Two by getting Vader to try and convince Luke to join them. If he'd stuck with one apprentice instead of trying to recruit both father and son, things might have worked out differently."

Things seem to come in trilogies in *Star Wars* media, but no one has yet declared *Dynasty of Evil* the final chapter in Bane's story. "It's natural to think

of this as the culmination of Bane's character arc," says Karpysyn.

"However, let's just say there's always the possibility of continuing the tale—though I won't say whether it will be with Bane, Zannah, or someone else leading the Sith." ☪



BOOKS CONTINUED NEXT PAGE



ASK LOBOT

AS RELATED TO LELAND Y. CHEE

If cloning technology is good enough to make people (the clones), why can't Anakin and Luke's arms be grown back when they're cut off? In fact, why can't Anakin just be grown back entirely?

—Mike, Maple, Chicago, U.S.A.

By and large, cloning technology in *Star Wars* involves the cloning of an entire being. Cloning for that matter just is not used for individual body parts for organ harvesting or limb replacements, thus clones in *Star Wars* haven't even exhibited that they have this technology. And even the mechanical versions of these limbs work just as well if not better than the organic version, why wait to grow a new organic limb when a mechanical version can be constructed much more quickly? And just to scratch the surface of the moral question about breeding clones for body parts, what do you do with the rest of the body?



BOOKS CONTINUED

FORTHCOMING RELEASES

AS 2009 DRAWS TO A CLOSE, WE LOOK AT SOME UPCOMING *STAR WARS* BOOK RELEASES.

DECEMBER 2009



Mass-market reprint

Millennium Falcon

by James Luceno

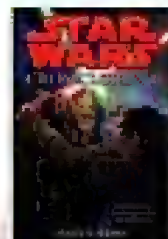
[on sale 11/24]

Shortly after the events of the *Legacy of the Force* series, Han and Leia encounter something

hidden on the *Millennium Falcon* that dates back to the years before Han won the ship from Lando Calrissian in a game of Sabacc. In an effort to unravel the mystery, they follow the clues of the *Millennium Falcon's* history back to its very construction, and discover an elaborate—and failed—plot to overthrow the Emperor.

a two-book Obi-Wan Kenobi and Anakin Skywalker adventure, set against the backdrop of the Clone Wars. Obi-Wan Kenobi and Anakin Skywalker are on a secret mission to one of the many worlds caught in the middle of the struggle between the Republic and the Separatists. A pastoral planet, Lanteeb wants only to be left alone to survive—but it is the source of what could be one of the most devastatingly destructive weapons ever. If this potential weapon were to fall into the hands of the Separatists, countless worlds would fall. But should the Republic succeed in destroying it first, one world that needs it to survive will be annihilated. A frightening dilemma that Obi-Wan and Anakin will have to untangle, if they can get in and out of the occupied planet alive...

FEBRUARY 2010



Mass-market original

Crosscurrent

by Paul Kemp

[on sale 1/26]

A standalone original adventure of time travel and evil in the *Star Wars* galaxy, bringing a shipful of ancient Sith into Luke Skywalker's time!

Thousands of years before Luke Skywalker's time, a Sith ship is trapped in hyperspace time warp. When it succeeds in breaking free—in what seems to have been no time at all—its crew find themselves in the far future, the time of Luke Skywalker and his revived Jedi Order. Now, while the galaxy is being torn apart by civil war and a self-proclaimed Sith Lord, Darth Gaedus, attempts to bring peace with an iron fist, Jedi Knight Jaden Korr must find a way to prevent these time-traveling Sith from asserting their horrific ambitions over one and all...



Mass-market reprint

Luke Skywalker and the Shadows of Mindor

by Matthew Stover

[on sale 2/23]

When Luke Skywalker, Princess Leia, Han Solo, Chewbacca, C-3PO, R2-D2,

Lando Calrissian, and the pilots of Rogue Squadron are lured to Mindor to face Lord Shadowspawn's Black Stormtroopers, what they don't realize is that the entire battle is a trap meant just for them—a diabolical attempt by Lord Shadowspawn, self-styled new Emperor of the galaxy, to destroy the heroes of the New Republic so that he can crush the upstarts and restore the Empire—with him at the helm.

APRIL 2010



Hardcover

Fate of the Jedi: Backlash

by Aaron Allston

[on sale 4/13]

The tension is heightening in the brand-new nine-book *Star Wars* series, *Fate of the Jedi*.

More and more Jedi Knights are going seemingly insane, and anti-Jedi sentiment, fed by fear and mistrust, is spreading



MARCH 2010

Trade paperback original

The Clone Wars: Gambit: Stealth

by Karen Miller

[on sale 2/23]

The first instalment of

throughout the galaxy. Now Han and Leia are on the run with three of the affected Jedi, trying to keep them out of the hands of government security—whose only solution is to freeze the offenders in carbonite.

Luke Skywalker's odyssey to learn what corrupted Jacen Solo and turned him to the dark side leads him and his son, Ben, to the homeworld of the Night Sisters, the strange Force-users also called the Dathomiri witches. Dathomir holds deadly danger as well as arcane mysteries, and as Luke and Ben, Han and Leia Solo, and the Sith girl, Vestara, converge there, it will take all their combined knowledge and skills to escape alive.

MAY 2010



Mass-market reprint

Fate of the Jedi: Outcast

by Aaron Allston

(on sale 4/27)

Star Wars: Fate of the Jedi launches a huge story arc, with heroic roles for the galaxy's most beloved

characters—Han Solo, Luke Skywalker, Leia Organa Solo, and their surviving children, Ben Skywalker and Jaina Solo. While Luke and Ben set off on the journey of a lifetime—a journey of discovery and hardship, of obstacles and victories—the others remain in more familiar territory dealing with the aftermath of the civil war that rocked the galaxy in the *Legacy of the Force*.

JUNE 2010



Hardcover

Fate of the Jedi: Allies

by Christie Golden

(on sale 5/25)

In the middle novel of the bestselling nine-book *Fate of the Jedi*, an uneasy—and

unprecedented—coalition of Jedi and Sith enter the dark and treacherous area of space known as the Maw to search out the strange being that has been reaching out to Luke Skywalker during his journey to retrace the travels of his late nephew, Jacen Solo.

Forced to wait on the planet Klatodine for reinforcements from Lando Calrissian, this already fragile alliance is threatened by the presence of the Hutts, and while Leia, Han, Jaina, and Jag Fel walk a fine line between obeying the law of the Galactic Alliance and supporting Luke, Jedi Ben Skywalker and Sith Apprentice Vestara Khai may be the only ones who can lead the mission to ultimate triumph—or utmost disaster.

THE CLONE WARS STRIKE BACK

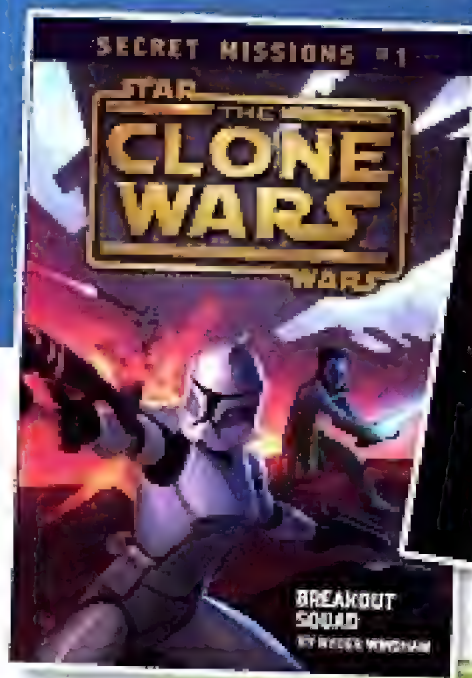
PENGUIN BOOKS LAUNCHES TWO ALL-NEW SERIES FOR YOUNG READERS

Things are hopping in the Clone Wars right now, with Season Two of the animated series on television and two all-new lines of junior novels. *The Clone Wars: Secret Missions* and *The Clone Wars: Decide Your Destiny*.

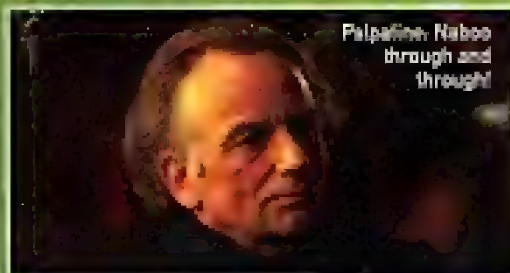
In *Breakout Squad* by Ryder Windham, book one of the *Secret Missions* series, a Jedi Padawan and a rookie team of clone troopers become stranded with bounty hunter Cad Bane on a planet held hostage by Separatist forces. With the odds stacked against them, the troopers need to work with Bane if they hope to survive.

The Clone Wars: Decide Your Destiny is a series of interactive books

following the classic "choose your own adventure" format. As you read, you make decisions that determine the narrative, from what planet to visit to what side of the war you want to fight on. The story will be different every time. The first two volumes, *The Way of the Jedi* and *The Lost Legion*, are out now in the US, while *Tethan Battle Adventures*, and *The Way of The Jedi* are available in the U.K.



ASK LOBOT



Palpatine: Naboo through and through!

Is Palpatine from Naboo? If so, how does this square with his years as the apprentice of Darth Plagueis?

Jamel Williamson asks

Yes. It squares away just fine. Just because someone becomes a Sith apprentice, doesn't mean they're completely isolated from society. And as we see with Dooku and Sidious, one can be a Sith while having the appearances of living out a completely normal life.

COMICS

CADE SKYWALKER UNCOVERS NEW SITH DEPRAVITY IN
STAR WARS LEGACY'S "MONSTER" WORDS: DANIEL WALLACE



HERE BE MONSTERS



For more than three years, *Star Wars Legacy* has created its own unique, interconnected world—one of bounty hunters, Sith Lords, Imperial Knights, and fugitive Jedi in a setting more than a century after the events of the movies. Following numerous revelations and reversals, including the apparent death of the series' big bad guy, Darth Krayt, the stage is now set for *Legacy's* new direction.

"This arc definitely gets a new phase going," says *Legacy* writer John Ostrander. "Events will be changing, not just for Cade but for many members of the cast. I can't give specifics—it would spoil the story—but there's a new status quo."

"Monster," which spans issues #43-46, sees Cade uncovering a Sith scheme to brew a plague using the bioengineering genius of the Yuuzhan Vong. Cade's healing powers will prove critical to stopping the plan, but he isn't exactly in the mood for galactic heroics. "Cade found that taking down Krayt wasn't the glorious moment he'd imagined, and he's wondering if the galaxy is going to be any better for it," explains artist Jan Duursema. "The Sith didn't splinter as he'd hoped, Darth Wyyrlok is in charge, and the Sith seem to have as tight a hold as ever."

So where does an out-of-work space pirate go, if he has just enough credits to get to one more planet? Why to hedonistic Zeltros of course, where the party never ends, and that's where Cade can be found at the start of #43. "This arc is going to be one that takes us all over the map," promises Duursema, "with glimpses into Cade's past with his father and Master Wolf Sazen, to seeing some of the repercussions of the Yuuzhan Vong war on the galaxy."

One of the key worlds visited by Cade is Wayland, a planet introduced in the Thrawn trilogy (see sidebar), and one of the first sites brought back to lush, green life in the *Legacy* timeline thanks to the use of experimental Yuuzhan Vong terraforming. "Since the

Yuuzhan Vong war had nearly destroyed Wayland, it seemed right that their biotech would be what would save it," says Duursema. "For me, it's been a real challenge to design the various environments. We get to see Wayland after the Yuuzhan Vong devastation, again after the Ossus Project brought new life, and again in a third incarnation with Yuuzhan Vong biotech gone mad."

Among the bizarre lifeforms designed for the "Monster" story-arc are chrom-vrones, 100-meter worms that drill through rock and convert it to plasma. Readers will also meet new members of the Yuuzhan Vong Shaper caste. Because the Wayland terraforming project was sabotaged by the Sith, the Yuuzhan Vong who worked on it wisely vanished into hiding. "They know they aren't responsible for what happened," says Ostrander, "but nobody likes being blamed for what they didn't do—the Yuuzhan Vong least of all."

Not to be outmatched, the Sith and the Imperials stay busy by stirring up their own noxious brew. Darth Wyyrlok is the reigning Sith Lord after the demise of Krayt, and the manipulative Maff Nyna Calixte has her

sights set on absolute power. "Two Sith in a room always equals trouble," Duursema points out. "Put Nyna Calixte into that room and war is likely. Krayt's death has caused internal strife within the Sith Empire as factions see opportunities arising."

Working on *Star Wars Legacy* has been a gratifying experience for both Ostrander and Duursema. The ships, settings, and characters of this future slice of *Star Wars* history were all created by this writer/artist team, and fans have responded with passion. Spend time at a convention and it won't be long before you run across a red-skinned Darth Talon or an armored Imperial Knight. "I've seen most of the *Legacy* cast costumed at shows and it's extraordinary to see people bringing the characters to life," says Duursema.

"I admire their artistry and eye for detail, and am constantly amazed at the dedication it takes to put the costumes together. I've seen some amazing work and feel very rewarded when someone who has done a *Legacy* costume walks up to me at a show."

With "Monster," *Legacy* aims to keep giving fans what they love while at the same



time turning a narrative corner. Warns Ostrander, "Something is about to hit the fan. As I said, the status quo is not being maintained for anyone. By the end of this arc, things will have happened that will change the book big-time. This is not just hype. This is a promise—or a threat!"



GET YOUR THRAWN ON

ALL THREE COMICS ADAPTATIONS IN ONE HARDCOVER

On December 23, Dark Horse will release the ultimate gift for *Star Wars* comics fans. *Star Wars: The Thrawn Trilogy* is a hardcover collection of the hit comics adaptation of *Heir to the Empire*, *Dark Force Rising*, and *The Last Command*—the seminal novels by Timothy Zahn that helped relaunch *Star Wars* fandom in the early 1990s.

Named after its central villain, *Star Wars: The Thrawn Trilogy* details a plot by the brilliant Grand Admiral Thrawn to restore the Empire to its former glory five years after its defeat in *Return of the Jedi*. *Heir to the Empire* features artwork by Olivier Vatine (*Chroniques de Pékín*), while *Dark Force Rising* features Terry Dodson (*Harley Quinn*), and Edwin Brukovic (*X-Wing Rogue Squadron: The Phantom Affair*) contributes to *The Last Command*. All three storylines have been adapted for the comics medium by Mike Baron (*Nexus*). Weighing in at a hefty 420 pages, *The Thrawn Trilogy* is stuffed with surprises and is a must for the collector's bookshelf. Suggested retail price will be \$34.99.



INCOMING

INSIDER PREVIEWS THE LATEST *STAR WARS* GEAR YOU WON'T WANT TO MISS! WORDS: CHRIS SPITALE

MUST HAVE!

HASBRO

Straight from *Star Wars: The Clone Wars* comes the sleek new Y-wing bomber. Loaded with action features, the ship seats two action figures (sold separately) and an astromech droid, and is available now!



▼ This exclusive Toys R Us Imperial V-wing flies into stores this fall.

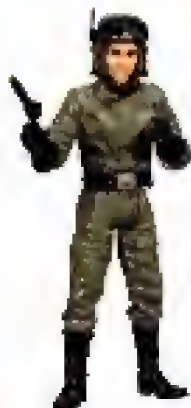


▼ This exclusive *Clone Wars* Battle Pack, featuring Jedi Master Plo Koon is available only at Target.

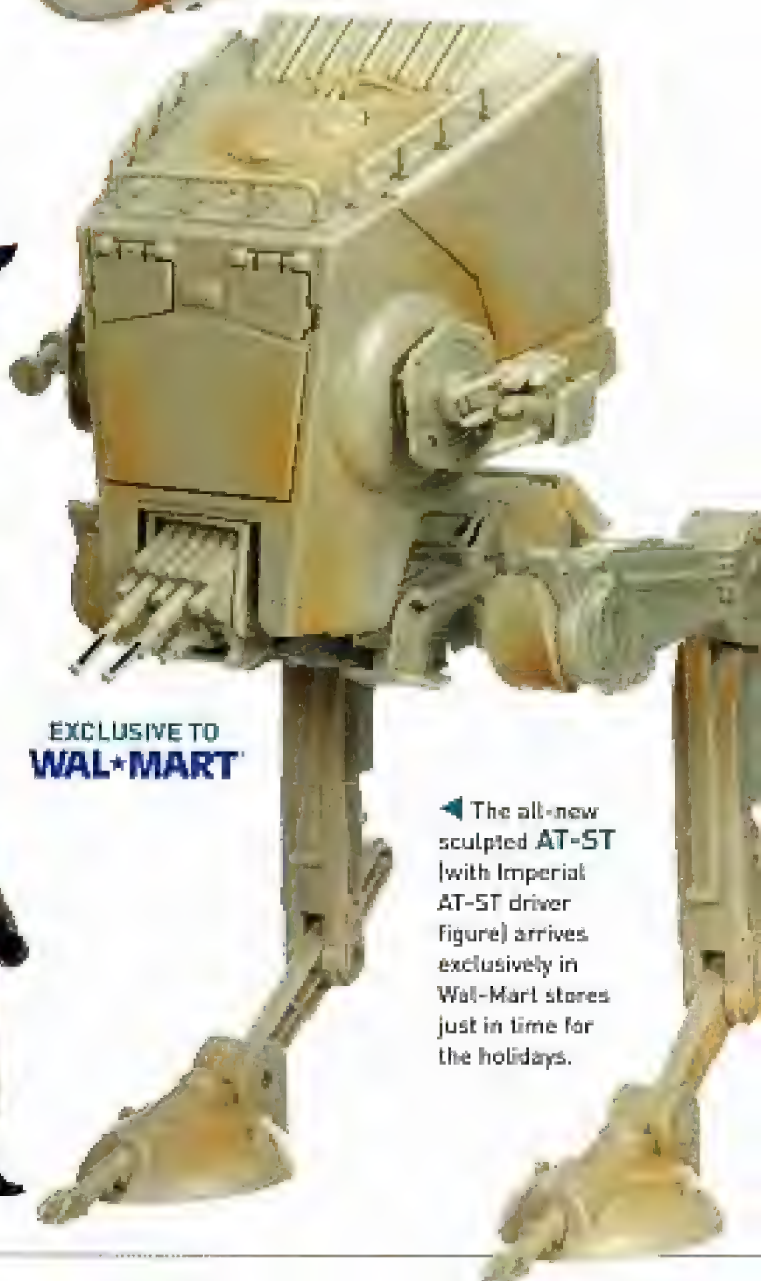
EXCLUSIVE TO
TARGET



EXCLUSIVE TO
WAL-MART



◀ The all-new sculpted AT-ST [with Imperial AT-ST driver figure] arrives exclusively in Wal-Mart stores just in time for the holidays.





▲The *Star Wars: The Clone Wars* action figure range expands with an all-new wave including Padmé Amidala, IG-86, Matchstick, and tank gunner. Each figure has a suggested retail price of \$7.99 and is available now.

▼The **Resurgence of the Jedi Battle Pack** contains 3 3/4-inch figures of Luke Skywalker, Obi-Wan Kenobi, C-3PO, and R2-D2, as depicted in *A New Hope*.



Galactic Heroes ►

Available now is wave four of Hasbro's irresistibly cute **Galactic Heroes Cinema Scenes**. It features *Slave I* with Boba Fett, and *Endor Attack!*



INCOMING continues next page

INCOMING continues...

ACME ARCHIVES

"Greedo" by Christian Waggoner ►

This beautifully rendered limited-edition fine art giclée of doomed bounty hunter Greedo is available in three edition sizes:

On 13x19-inch paper at an edition size of 195 pieces.
\$125.00

On 14x28-inch canvas, signed by the artist, edition size of 95 pieces.
\$375.00

On 20x40-inch canvas, signed by the artist, edition size of 25 pieces.
\$1,250.00



ASK LOBOT

Are the Clone Wars part of the "Galactic Civil War"? Does that continue through the "period of civil war" represented by the original trilogy? Do we consider the Clone Wars a distinct "civil war" from the civil war of the originals?

Anonymous

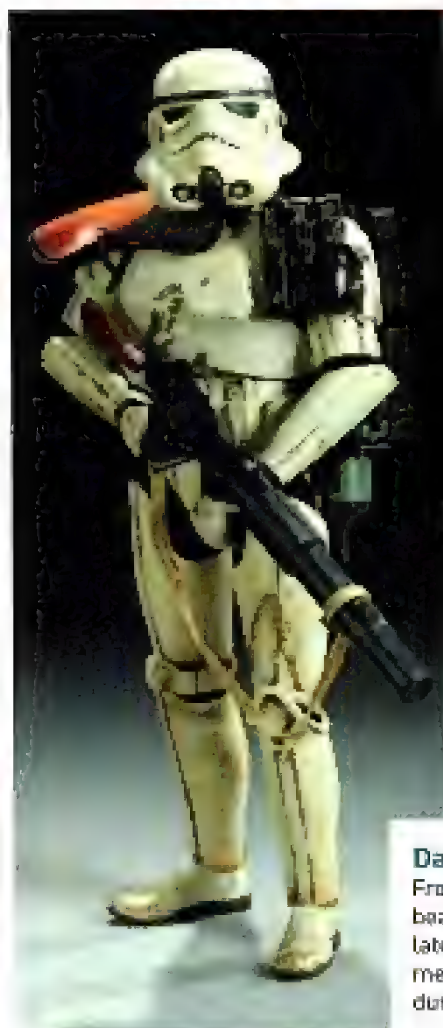
Though the Clone Wars are a civil war with battlefronts across the galaxy, it and the Galactic Civil War are considered two separate events. When Obi-Wan and Luke talk about the Clone Wars, it's pretty clear that they're referring to a past event. The Clone Wars has a distinct beginning and end, starting with the Battle of Geonosis and the moment Palpatine/Sidious shuts down the droid armies. The conflict lasts three years. The Galactic Civil War does not have a definite beginning. We know that it ends with the Battle of Endor, four years after the events of *A New Hope*, and the span of the original trilogy covers four years. The "official" Rebel Alliance starts about two years before *A New Hope*, so if you were to mark the gathering of the Alliance's leaders as portrayed in *The Force Unleashed* as the beginning, then you'd say the conflict lasted six years. But it could be argued that the GCW started when Palpatine declared himself Emperor, which means the conflict lasted 23 (that is, 19 + 4) years.





FUNKO

Funko's new line of five-inch Mini Holiday *Star Wars* Bobble-heads. Each retails for only \$5.99. Choose from C-3PO, Yoda, Darth Vader, and a Jawa.



MUST HAVE!

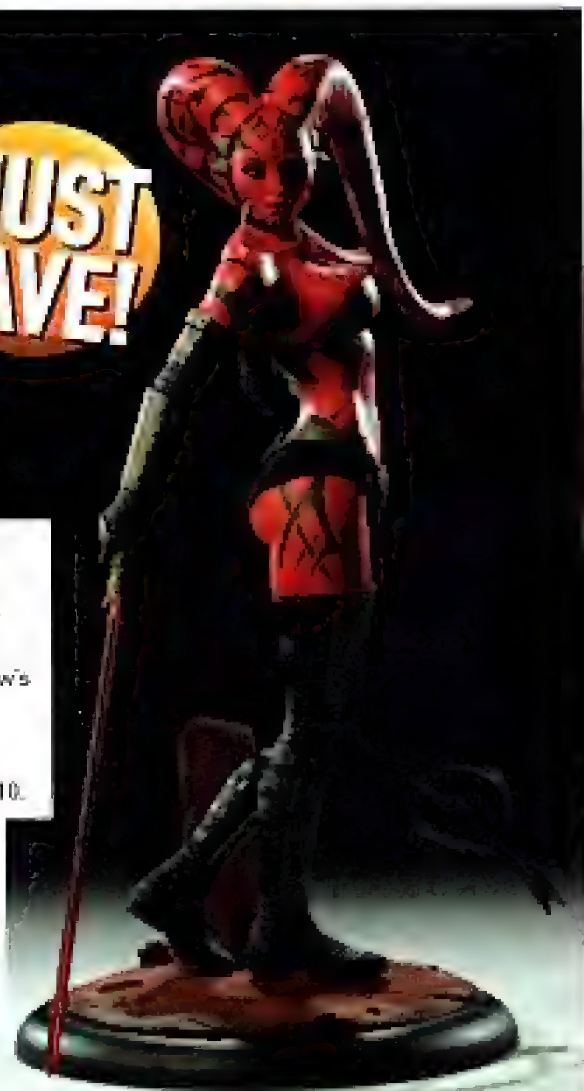
SIDESHOW

Gamorrean Guard Life-Size Bust ▲

Straight out of Jabba's palace from *Return of the Jedi* is this incredibly life-like Gamorrean Guard life-size bust. Hand painted to Sideshow's museum-quality standard, each piece is individually hand numbered and measures 17-inches tall. The Gamorrean Guard is estimated to ship in the second quarter of 2010.

Darth Talon Premium Format Figure ►

From the *Star Wars* Expanded Universe is the beautiful but deadly Darth Talon, Sideshow's latest 1/6-scale figure. This sinister siren measures 18-inches tall and is estimated to ship during the second quarter of 2010.



Sandtrooper 12" Figure ▲

Joining the ranks of Sideshow's 12-inch figure collection is the sandtrooper squad leader. This orange-pauldron trooper is depicted as seen on the sands of Tatooine searching for droids C-3PO and R2-D2 during *A New Hope*, and is due to ship during the first quarter of 2010.

INCOMING continues next page



UNCLE MILTON

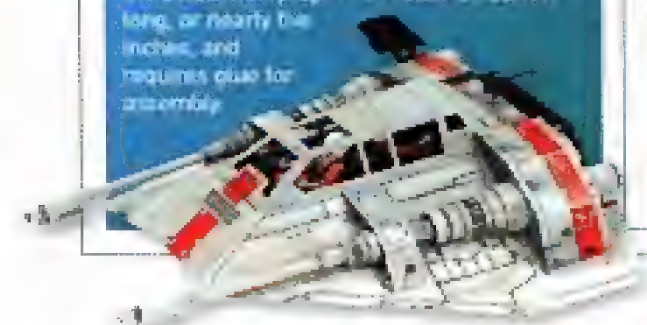
Star Wars Science Mini Lightsaber Tech Lab
Discover the science of light and optics by building Uncle Milton's miniature 8 1/4-inch version of Anakin Skywalker's lightsaber. Choose from four different colored crystals to customize your lightsaber. Perfect for play or display, the 12-piece Mini Lightsaber Tech Lab is the true test for aspiring Jedi Knights.

Star Wars Science Clone Trooper Recon Kit
Explore the worlds of *Star Wars*, or even your own backyard, with the Clone Trooper Recon Kit. Find bugs and more using the included tools, and search for creatures at night with the built-in searchlight. Ages 5 and up.



FINE MOLDS

Fine Molds introduces its latest 1/43-scale plastic assembly model kit of the Rebel Snowspeeder, as seen battling AT-ATs in *The Empire Strikes Back*. The model kit contains 74 parts and includes a sheet of decals to customize the vehicle in its orange or gray color scheme. Each unpainted, scaled piece is painstakingly recreated to precisely reflect the actual film prop. The model is 122mm long, or nearly five inches, and requires glue for assembly.



LEAPFROG

Leapster Game: *Star Wars Jedi Math*

Play as Anakin, R2-D2 or Clone Commander Rex as you embark on dangerous missions to rescue key members of the Republic. Only by harnessing powerful math and time-telling skills can you raise your Jedi ranking and restore order to the galaxy. Appropriate for ages 5-8.

Leapster Learning Game: *Star Wars Jedi Reading*

Join forces with Luke Skywalker, Han Solo, Princess Leia, and Jedi Master Yoda by using language arts and phonics skills to rebuild the Rebel fleet and foil Darth Vader's plans! Appropriate for ages 5-8.

Didj Learning Game: *Star Wars: Jedi Trials*

While the epic Clone Wars rage on, players use science skills with such things as electricity, simple circuits, and magnetism to stop Count Dooku's latest sinister plot to destroy the Republic. Appropriate for ages 7-10.

Didj Custom Learning Game: *Star Wars: The Clone Wars*

Players use fractions and geometry when they join Jedi Knights in a race against time to stop what could be a fatal blow to the Republic and the Jedi Order. This game can be customized online with subjects kids are studying in school. Appropriate for ages 6-9.

Tag Activity Storybook: *Star Wars: The Clone Wars: Rescue in the Sky*

Use your Tag Reader to bring this comic book-style story to life! General Grievous has captured R2-D2, and Jedi Knight Anakin Skywalker is ordered to destroy the evil general's battleship—with R2-D2 still aboard! Can Anakin rescue his droid in time? Throughout the story, activities and comic-style graphics help build vocabulary and reading comprehension skills. Appropriate for ages 5-7.

Leapster 2: *Star Wars Gift Pack*

This limited-edition gift pack includes Special Edition *Star Wars* Leapster 2 Learning Game System and *Star Wars: Jedi Math* Learning Game. Embark on dangerous rescue missions as Anakin, R2-D2, C-3PO, and other Jedi Knights try to free members of the Republic imprisoned on Federation cruisers. Appropriate for ages 4-8.



VILLAINS SPECIAL!

ON SALE NOW!



Exclusive Universe Interview with David Blue and Villains interview with Cliff Simon (Ba'al)!

Villains Dossier: Stargate's Best and Worst Villains!

The Making of Classic SG-1 Episode Insiders!

Plus, Villains Quiz and Classic Scene!



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STAR RETRO WARS

SINCE 1977, DEMAND HAS BEEN HUGE FOR
STAR WARS HOLIDAYS-THEMED PRODUCTS!
WORDS & PICTURES: GUS LOPEZ



MERRY SITHMAS!



EARLY BIRDS

Though *Star Wars* products have appeared under countless Christmas trees over the past 32 years, Kenner and other licensees were not prepared for the demand that first 1977 *Star Wars* holiday season. In order to creatively satisfy pent up demand, Kenner issued the now legendary *Star Wars* Early Bird Certificate Package for Christmas 1977.



"A MERRY CHRISTMAS, I WISH YOU!"

By 1981, McQuarrie had switched to Yoda for the Lucas company cards, beginning with the Santa Yoda card. Santa Yoda appeared in two different styles, one with a white background and the other with a blue one. McQuarrie followed up in 1982 with a Santa Yoda on top of his sleigh ready for the Christmas Eve deliveries. The sleigh features a California license plate titled, "YODA."

SANTA'S DROID HELPERS

Among the very first holiday-themed *Star Wars* items were the Christmas cards produced by Lucasfilm, Ltd. and affiliates starting in 1973 and continuing to the present day. These cards were never sold to the public, and were only distributed to crew and company members. Although obscure and extremely rare, the artwork on these cards by conceptual artist Ralph McQuarrie have become permanent icons of *Star Wars* imagery. The 1979 holiday card shows C-3PO in a Santa suit alongside R2-D2 with reindeer riders in McQuarrie's signature style. In 1980, McQuarrie continued with the droids theme and portrayed R2-D2 and C-3PO inside Santa's workshop, an image that would also be used for the "Christmas in the Stars" album.





EWOKIN' AROUND THE CHRISTMAS TREE

McQuarrie changed to Ewok-themed cards after the release of *Return of the Jedi* starting with the 1983 "Ewok as Santa" card. McQuarrie also created Ewok-themed cards for 1984 and 1985 following the release of the Ewoks Saturday morning cartoon. After a nine-year hiatus, McQuarrie returned with new card concepts in 1994 with the "Jawas opening presents" card and the "cantina band snow globe" card for 1995.



REINDEER GAMES

Years later, McQuarrie's *Star Wars* Christmas concepts made their way into other collectibles. In 2002, Hasbro released a special R2-D2 with antlers and C-3PO in Santa costume as a two-figure pack based on the 1979 Lucasfilm holiday card. This was followed up with a Yoda as Santa action figure in 2003, and a "Jawas opening presents" card in 2004 based on McQuarrie's 1994 holiday card.

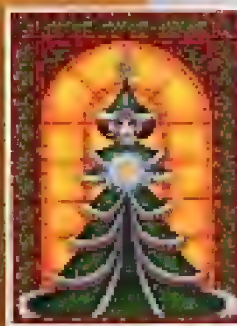
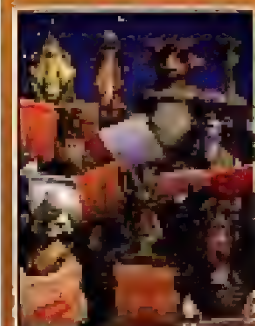


GOING NUTS FOR STAR WARS

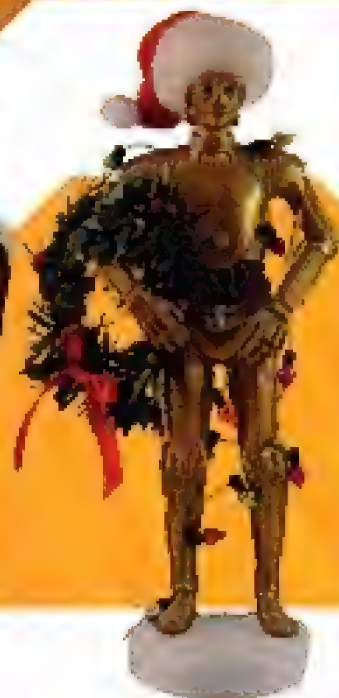
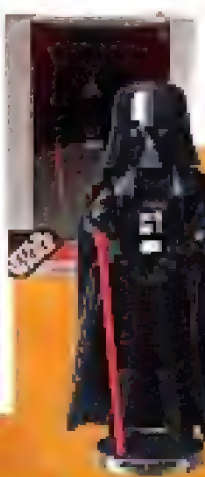
The first *Star Wars*-themed nutcracker was the large Steinbach Darth Vader nutcracker that was produced in limited numbers throughout the world. Smaller scale Yoda and Darth Vader nutcrackers were later released by Kurt Adler, who also produced "Fabrique" tabletop ornaments based on the Ralph McQuarrie holiday card concepts. This set included C-3PO with lights and Santa hat, R2-D2 with presents, and Santa Yoda.

"STORMTROOPERS? HERE?"

Other artists also contributed to Lucasfilm's tradition of creative *Star Wars* holiday cards, such as John Alvin, who used his *Star Wars* Concert poster art for the 1978 holiday card.



Other clever designs include the 1997 "caroling Podracers", the Lucas Learning 2000 "Queen Amidala Christmas tree", and the 2007 "caroling stormtroopers" pop-up card.



RETRO continues next page

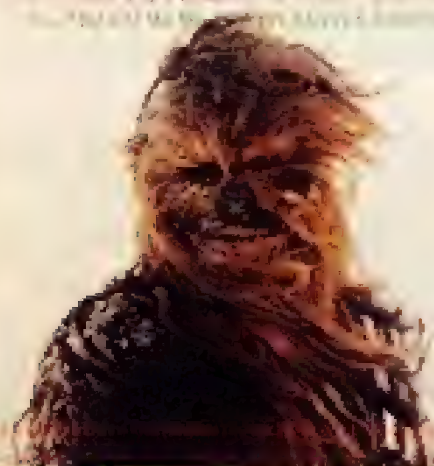
RETRO COLLECTING continues

STOCKING THRILLERS

Kurt Adler also pioneered *Star Wars*-themed Christmas stockings varying in design from year to year. Among the standouts are the cartoon versions of Yoda and Darth Vader. Another plush Christmas item is the "Yoda as Santa" created by Comic Images.



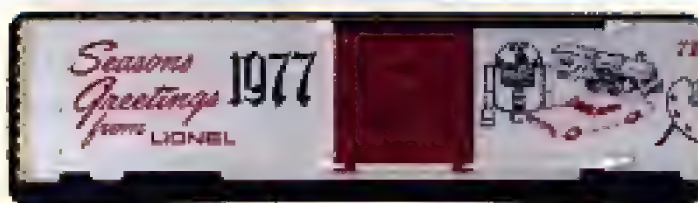
"What Can You Get A Wookiee For Christmas (When He Already Owns A Comb)?"



A WOOKIEE'S NOT JUST FOR CHRISTMAS

Moss produced the "Christmas in the Stars: Star Wars Christmas Album" in 1980 with a debut performance by Jon Bon Jovi. The album features many *Star Wars*-themed songs, including the single, "What Can You Get a Wookiee for Christmas When He Already Owns a Comb?" to a picture sleeve showing a snow-covered Chewie. The album cover art by Ralph McQuarrie features droids in Santa's workshop.

LIONEL O AND O27 GAUGE Famous Name Collectors Series



SEASONS GREETINGS

The most obscure *Star Wars* holiday product remains the 1977 Lionel Seasons Greetings train car. Lionel—at that time a division of General Mills—decided to include R2-D2 alongside other cars in the set. This limited edition train was given to the top Lionel dealers as a "thank you" for the continued success of the line. Ironically, this straight-to-dealers toy was one of the few *Star Wars* toy products available that first holiday season.

STAR WARS



KEEP SAFE



BRIGHT TREE VILLAGES

Several *Star Wars* companies including Hallmark, Kenner, Fleeter, Christopher Lloyd, and Kurt Adler have released *Star Wars* Christmas trees at various times the past 15 years. Hallmark began its annual *Star Wars* Christmas tree with a first-year Millennium Falcon and continues to this day, even with new variations, including the Millennium Falcon and the Millennium Falcon, sold in the 2009 Star Wars Christmas Tree.

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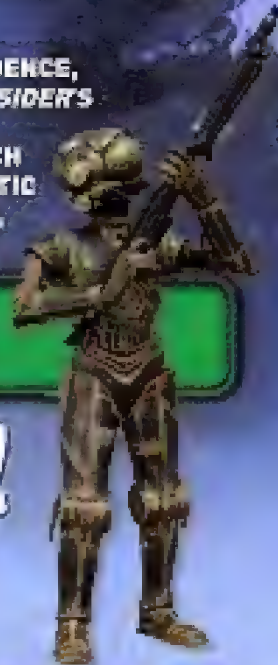
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KOTOBUKIYA



MEET MINI DARTH!

This is my nephew Craig Devlin, aged 6, meeting David Prowse. Although the other Vader is not an actual star, it just looks funny. Craig thought Dave had taken his costume off for the other picture.

BERNADETTE DEVLIN OLASOO • SCOTLAND

BOUNTY WINNER!



WE ALSO HEARD FROM THE FOLLOWING BOUNTY HUNTERS...



MEET DAVE

I have been reading *Star Wars Insider* for some years now. I love the Bounty Hunters section, and I really do hope that you'll find this pic worthy of making it into the magazine. I got this one early this year in Orlando at *Star Wars Weekends*. I made the trip all the way from Costa Rica just to have the chance to meet some *Star Wars* personalities and to troop as a member of the 501st with the incredible people of the Florida Garrison in the SWW parade. I met Dave Filoni and he shared some of his ideas for the *Clone Wars* series. He's a really cool guy - he signed my Captain Rex helmet and even drew a character on it. Now this helmet is one of the more important pieces of my *Star Wars* collection!

Luis Carazo, 501st Commanding Officer, Costa Rican Outpost

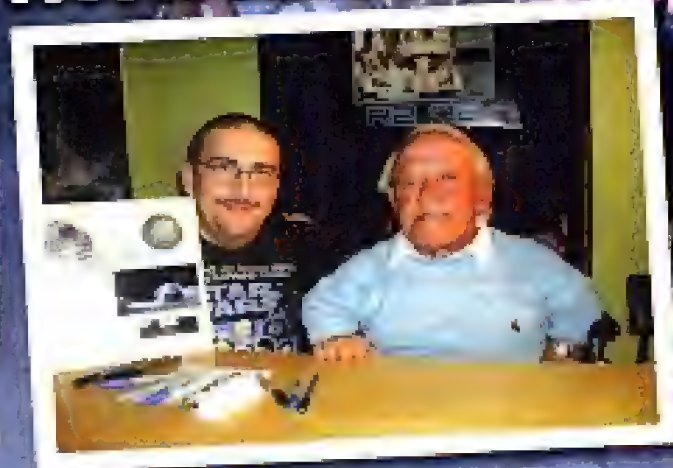
EYE TO EYE WITH ARTOO!



ADMIRABLE ADMIRAL

My son Mitch and I attended our first Comic-Con back in May when we went to the Michigan Comic-Con. It was a lot of fun seeing all of the costumed fans and visiting the various booths and displays. We noticed that Richard LaParmentier was meeting with fans and since I had never been to a fan event I was a little apprehensive about approaching "Admiral Motti." My brother, Doug, who was with us, took the initiative and asked Richard if my son and I could have a photo taken with him. Of course he said, "yes" and put his arms on our shoulders and let my brother snap a few photos. My son is a huge stormtrooper fan and was thrilled when we also met Anthony Forrester, who played Fixer and a sandtrooper in *A New Hope*. Anthony was very gracious and spent a few minutes talking with us. Not bad for our first Star Wars encounter!

Nicole MacDonald, Ontario, Canada



I achieved one of my dreams when Kenny Baker came to the Star Wars Invasion Belfast event. I very recently acquired the Holoprojector eye from H2-O2 that Mr. Baker used in *The Empire Strikes Back* and I was able to reunite him with part of the costume that he wore 30 years ago. It was such an honor to have Kenny sign the display and take a picture with myself and the piece, as it's so unusual to be able to get actors together with pieces they used on screen. I hope you enjoy the picture as much as I enjoyed being there with him!

Niall Baker, by email

CAN YOU GO ONE BETTER?

DO YOU KNOW NATALIE PORTMAN? ARE YOU FRIENDS WITH FRANK OZ? MAYBE YOU'VE ARM-WRESTLED AHMED BEST? WE WANT TO SEE YOUR PHOTOS! SEND YOUR PHOTOS OF YOUR ENCOUNTERS WITH THE STARS OF *STAR WARS* TO: BOUNTY HUNTERS, *STAR WARS INSIDER* VIA THE CONTACT DETAILS ON PAGE 3 OR EMAIL US AT: STARWARSINSIDER@TITANEMAIL.COM

FLIRTING WITH THE FETT!

I'd wanted to go to Atlanta's DragonCon for years. It was the biggest Con in my home state, and they always have great people there. Last year I finally got to go, and the man of my dreams was going to be there, too - Boba Fett, aka Daniel Logan! My friends were busy meeting other people and I was quite bored waiting in line, so I decided to look around the "Walk of Fame," only to see Logan. I rushed over, but heard him say he was about to leave to go to a panel. I waited, just hoping I'd get my chance to say "Hi." When it came to my turn, much to my surprise he didn't turn away, but greeted me with "Hello, Gorgeous!" I nearly died on the spot. He and I talked a long time.

Hannah Day, Colorado, U.S.A.



VOL. 44

BANTHA TRACKS

BY THE FANS
FOR THE FANS

THE BEST OF MY YEAR: REVENGE OF THE CLONES

No, I haven't lost it. I know it's not the name of a *Star Wars* movie, nor is it the name of the television series. But *Revenge of the Clones* sums up my year in the best possible way.

Many of my fellow fans are part of a multi-generational heritage, rich with other *Star Wars* enthusiasts. Their parents are fans. Their kids are fans. Family gatherings and outings turn into love fests for the galaxy far, far away.

And though I'm happy for all of you, that's just not my *Star Wars* experience.

After I shoved my parents out the door to see the movie in 1977, I was dumbfounded when they came home afterward and said it was silly. These days, even considering my lifelong fandom (and my job, for Heaven's sake), my boyfriend, wonderful though he is in a thousand ways, also thinks *Star Wars* is silly. And so do most of his friends. How this geeky girl ended up around all these sophisticated people, I'll never know. I love them, but I think most of them believe what I do hovers right on the brink of dorkdom.

Finally, however, thanks to the clones I now have my revenge. Why? Because young kids, many of them our friends' children, are now obsessed with *The Clone Wars*. They can't get enough of it and they can't stop talking about it. When they try to talk with their folks I can tell it pains the adults and I confess I encourage them. Oh, do I ever encourage them. "Who's your favorite character? Do you think Captain Rex could beat General Grievous in a fight? Let's watch *The Clone Wars* on DVD. Show me your best lightsaber moves. I have a lightsaber; let's duel in the living room!"

Living in the time of *The Clone Wars* is suddenly the best revenge. Thank you, Obi-Wan, Yoda, and Anakin. Once again, you're saving the day for an old friend.

Get in Tracks!
Mary Franklin
Editor, *Bantha Tracks*



LEFT: Geoff Stagle (Commander Neyo), Angelo Marciano (BARC Kashyyyk trooper), and Dennis Drexler (Episode II clone) give the people what they want in Orlando, Florida.

GET IN TRACKS!

BEST OF THE YEAR

Once again a year draws to a close, and it's time for another look back over the Best of the Year in *Bantha Tracks*.

The year 2009 saw *The Clone Wars* top the charts as boys' number one show on television. Clones from the 501st and Rebel Legions entertained fans everywhere, and Cad Bane threw out the first pitch at a Dodgers game. Kids added new characters to their list of favorites, with Captain Rex and Ahsoka joining Chewbacca and Darth Vader. Parents who were not acquainted with the *Star Wars* galaxy before were now introduced to it through their kids, who love the show. The television series attained a global reach, and at the same time *Star Wars* fans kept up their community and charity outreach, with acts of generosity that may go unsurpassed for some time to come.

And as always, there was the straightforward, unmatched *Star Wars* fun that is a hallmark of this issue every year.

Here's the best of 2009, as presented by *Bantha Tracks* readers everywhere. Enjoy.



Best Found Object. "When I was a kid, I had an army of stormtrooper action figures," writes Mark Herndon. "During a particularly epic Death Star explosion re-enactment, a few stormtroopers went missing. There were tears."

"Fast forward 25 years," continues Herndon. "We were renting out the old house and my dad and I were trimming trees in the back yard. Imagine our surprise when we found this stormtrooper completely imbedded in the branches of this tree, almost perfectly preserved 25 years on!"



Most Intimidating Popcorn Service. Members of the Mandalorian Mercs make sure every customer is satisfied at the concession stand at a *Fanboys* movie premiere. *Photo submitted by Tom Hutchens, Founder, Mandalorian Mercs.*

Best Visit. Members of the Philippine Outpost of the 501st Legion bring cheer to young cancer patients at the National Children's Hospital. In addition to making a host of kids smile, the Outpost donated to the cause through the Kythe Foundation. *Photo submitted by Manny Mendoza, Commanding Officer, Philippine Outpost.*





THE FANS FOR THE FANS

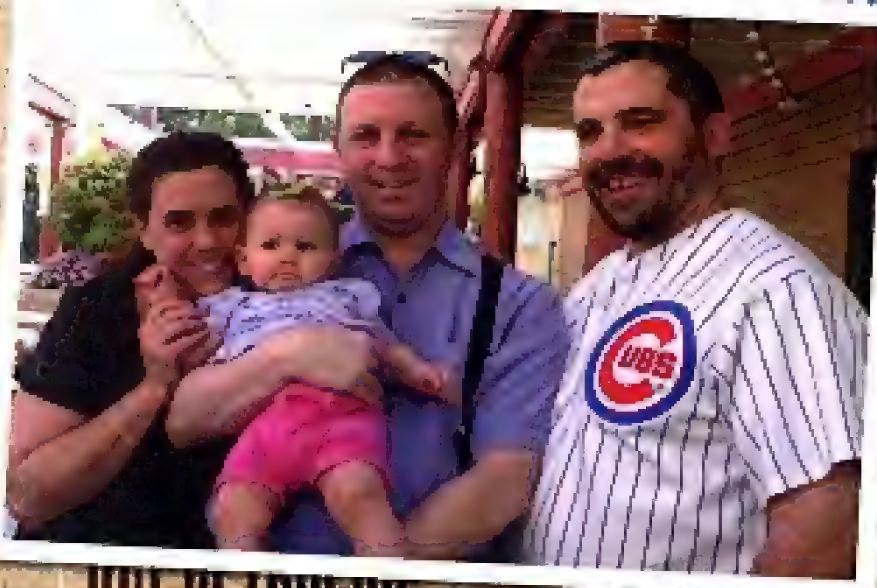
Best Float Builders. The Midwest Garrison of the 501st built not one but two spectacular floats this year to take part in community parades. The epic Ender float was designed by Jerry Treiber, and built by Legion members for the Racine, Wisconsin 4th of July parade. The Death Star float was designed and built by Jim De Jan for the Bartlett, Illinois Independence Day Parade.

"Dozens of members of the 501st and Rebel Legions, representing practically every character in the *Star Wars* universe, marched in these parades," reports Kathy van Beuningen, who also submitted the photos.



Best Gifts. In 2009 we celebrated not one, but two incredibly selfless gifts of life. Members of the 501st Legion donated kidneys to fellow fans, whom they barely knew before volunteering for donation.

Donor Eric Seemann and recipient Jeff Rumanoff (together in green), and donor Barry Benecke (left) and recipient Josh Weisberg (center) redefined the meaning of *Star Wars* brotherhood this year. Both pairs went through with successful operations, and all are recovering well.



501st IN FRIENDS:

Best Skate Crew, Actor and *Robot Chicken* creator Seth Green, center, poses proudly with members of the Rebel Legion Freedom Base, and 501st Garrison Tyranus in Richmond, Virginia. The occasion was Green's *Robot Chicken* Skate Party at the Rollerdome.

"Seth and Matt [Senreich, Green's creative partner] are huge *Star Wars* geeks and enjoyed hanging out with all of us in costume," reports Joel Webne of the Rebel Legion.



Greenest Troopers. Roy Wang, Commanding Officer of the Taiwan Outpost of the 501st Legion, and Ken Wang proved that white can be green (and surprisingly flexible!) on International Car Free Day 2009 in Taipei.



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BEST OF *BANTHA TRACKS* ART GALAXY



Best Leia. This smiling princess by artist Jason Peltz is impossible to resist.

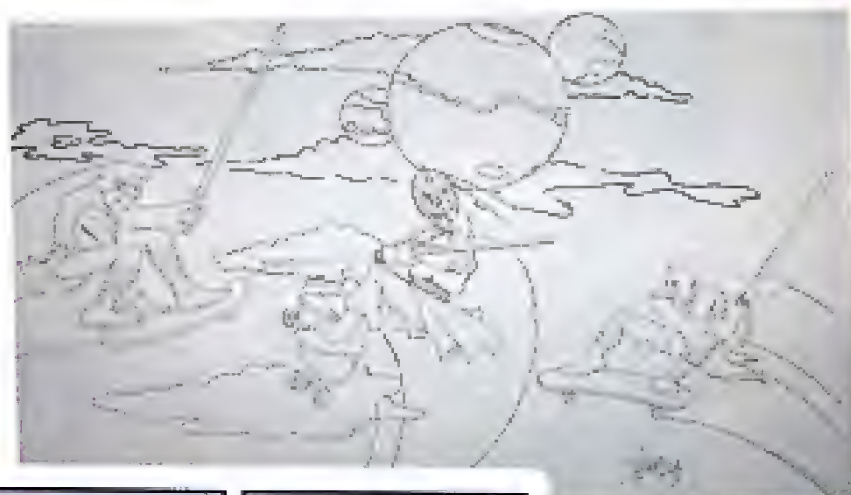


Best Camouflage.
By Coleman James Evans, Age 10.

Best Ahsoka. Anushke Falconer, age 4, drew her favorite new Jedi, Ahsoka Tano.



Best Air. Jedi and Sith off the half pipe by Darryl Woods.



Best Strip.
By artist Jason Williams.

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WHY IT'S A CLASSIC....

The second of the *Star Wars* prequel movies is a mystery film, made in the style of the thrillers of the 1930s and 1940s. It is full of questions, many of which had to wait until the saga was complete for resolution. One of the biggest mysteries that was solved in Episode II was the origin of Boba Fett. The answer lay in the creation of an intriguing new character, Jango Fett, Boba's "father." It turns out that young Boba is an unaltered clone of daddy dearest, giving an unsuspected twist to the character's origin. This scene features Boba, but the focus is on Obi-Wan, in his role of an investigator uncovering the mysterious doings of Jedi Master Sifo-Dyas, and Jango Fett, progenitor not only of Boba, but of the entire clone army which is poised to play a major role in the galaxy. The tension in the scene is palpable: We know these men are enemies, even though they've never met in person. Hell, they know it, but neither is in a position to act on that knowledge. What's left is a kind of hissing politeness, a discretion that is forced under pressure, and it is that edge that makes the scene a classic.



WHAT THEY SAID

"The second act [Episode II], the plot thickens. Things start to get revealed, and in this case we descend into both the evil of the Empire and Anakin's struggle to maintain his goodness."

—George Lucas, *LA Daily News*, May 2002

2002 Script

[deleted elements in brackets]

Scene 076

INTERIOR: TIPOCA CITY, FETT APARTMENT - DAY

Obi-Wan, Taun We, and Boba Fett enter the apartment. Obi-Wan looks around the room.

BOBA FETT: Dad! Taun We's here!

Jango Fett comes in from the bedroom. He wears a jumpsuit. He is unshaven and mean-looking, his face pitted with scars of old wounds. There are a couple of weird tattoos on his muscular forearms. He eyes Obi-Wan with suspicion.

TAUN WE: Jango, welcome back. Was your trip productive?

JANGO FETT: Fairly.

Obi-Wan and Jango Fett size each other up. Boba Fett studies both of them.

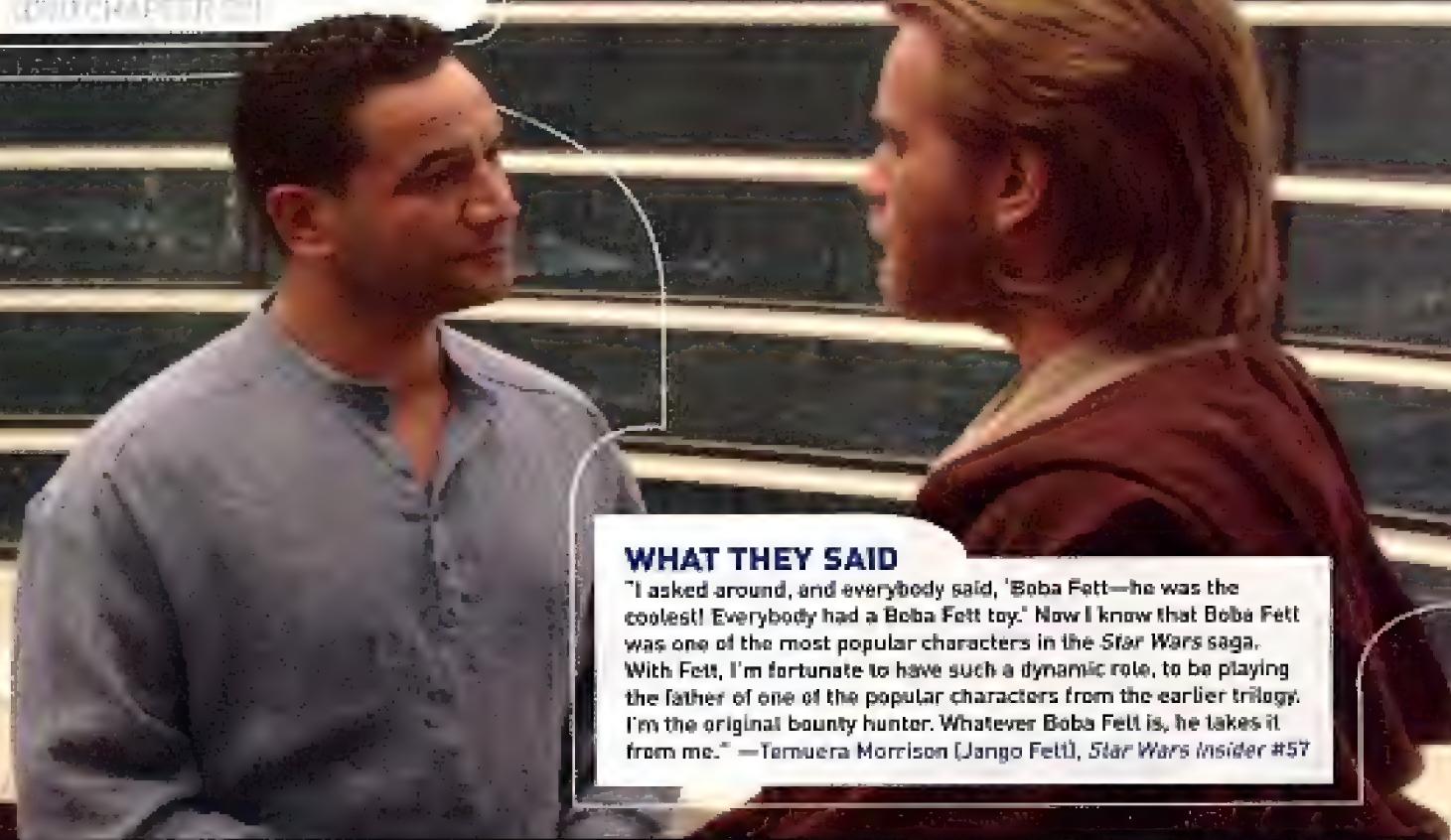
TAUN WE: This is Jedi Master Obi-Wan Kenobi. He's come to check on our progress.

MEETING JANGO FETT

CLASSIC MOMENT

STAR WARS: EPISODE II
— ATTACK OF THE CLONES

(ONLY CHAPTER 2!)



WHAT THEY SAID

"I asked around, and everybody said, 'Boba Fett—he was the coolest! Everybody had a Boba Fett toy.' Now I know that Boba Fett was one of the most popular characters in the *Star Wars* saga. With Fett, I'm fortunate to have such a dynamic role, to be playing the father of one of the popular characters from the earlier trilogy. I'm the original bounty hunter. Whatever Boba Fett is, he takes it from me." —Tamuera Morrison (Jango Fett), *Star Wars Insider* #57

[JANGO FETT: That right?]

JANGO FETT'S eyes fix OBI-WAN coldly.

OBI-WAN: Your clones are very impressive. You must be very proud.

JANGO FETT: I'm just a simple man, trying to make my way in the universe, Master Jedi.

[OBI-WAN: Aren't we all?]

OBI-WAN eyes the half-open bedroom door, through which a couple of pieces of body armor can be seen on the floor. JANGO FETT registers OBI-WAN'S look. He moves in front of him, blocking the view.

OBI-WAN: Ever make your way as far into the interior as Coruscant?

JANGO FETT: Once or twice.

OBI-WAN: Recently?

JANGO FETT: (eyes Obi-Wan carefully) Possibly...

OBI-WAN: Then you must know Master Sifo-Dyas?

JANGO FETT: (In Huttese) Baba, close the door.

BOBA FETT moves to close the bedroom door. JANGO FETT smiles thinly at OBI-WAN.

JANGO FETT: Master who?

OBI-WAN: Sifo-Dyas. Is he not the Jedi who hired you for this job?

JANGO FETT: Never heard of him.

OBI-WAN: Really.

JANGO FETT: I was recruited by a man called [Darth] Tyranus on one of the moons of Bogden.

[OBI-WAN: No? I thought...]

TAUN WE: Sifo-Dyas told us to expect him. And he showed up just when your Jedi Master said he would. We have kept the Jedi's involvement a secret until your arrival,

just as your Master requested.

OBI-WAN: Curious...

JANGO FETT: Do you like your army?

OBI-WAN: I look forward to seeing them in action.

JANGO FETT: (grinning) They'll do their job well, I'll guarantee that.

OBI-WAN: Thank you for your time, Jango.

JANGO FETT: Always a pleasure to meet a Jedi.

OBI-WAN and TAUN WE go out. The door slides closed. JANGO FETT turns to his son. He is deep in thought.

BOBA FETT: What is it, Dad?

JANGO FETT: Pack your things. We're leaving.

NEXT TIME: "THERE'S SOMETHING ALIVE IN HERE!"

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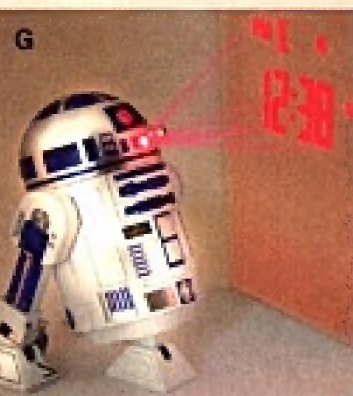
Adapted from the original 1976 Ralph McQuarrie-designed triangular logo of Luke against a fiery red planet, StarWarsShop has re-imagined a *Star Wars: The Clone Wars* version of this iconic symbol featuring Anakin and *The Clone Wars* title!

Used on production materials and crew T-shirts during the 1976 production of *A New Hope*, Ralph McQuarrie's triangular logo has become an instantly-recognizable icon among fans in-the-know, symbolizing the formative era of the *Star Wars* Saga. Simple yet elegant, the design has been successfully translated for the new era of *Star Wars: The Clone Wars*!

Composed of elements from McQuarrie's original illustration and new artwork of Anakin from Lucasfilm Animation, the triangle icon has been silk-screened onto the same yellow-tone style T-shirt that the original 1976 crew T-shirts were printed on. This is a great tee for all fans!

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